

# The Australian COMMODORE & AMIGA *Review*

WORLD SHOW of Commodore  
GUIDE INSIDE

## EASY AMOS

Entry Level  
Programming

## Phoenix Digitiser

Upgrade Your Digiview?

## Deluxe Paint More on Video Titles

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## Editorial

Not since the hey-day of the home computer boom during the early eighties have I so looked forward to attending a computer show. World of Commodore is now truly an annual event well worth seeing. This year it has attracted around double the number of exhibitors and hopefully the number of attendees will continue to climb over the 30,000 who attended last year's show.

However, by far the most exciting aspect of the show has been the number of new products launched, many of them locally manufactured or designed. To help make your journey around the show a little easier, we've compiled a show guide of products not to miss, along with a listing of all the exhibitors who had committed to the show at press time. In next month's issue we'll be taking a closer look at many of the newly launched products, as well as a full story on the show itself.

This year Commodore have organised more free seminars, including one on desktop publishing by yours truly. There will also be a wall of Amiga art, lots of User Groups, discounted hardware and software and a host of videos and demos to check out. Make sure you allow a full day to see everything.

In other news, it's come to my attention that several distributors of PD software around the country seem to have lost the meaning of the phrase public domain. Several readers have called with complaints that companies are listing commercial programs on their catalogue disks.

One product in particular is suffering from a combination of confusion and plain ignorance. *Megadisc*, the magazine-on-a-disk edited and produced by Tim Strachan, is appearing in numerous places as if it were a public domain title. *Megadisc* is not public domain, nor the current issue nor back issues. It contains copyright works which remain the property of either the author or Megadisc Digital Publishing. Although we are not able to list those involved, we know who you are, and hope you have the common sense to clean up your act.

As consumers, it's up to us to boycott suppliers who continue to flaunt the law and take advantage of the work of others for their own personal gain. This kind of thing is piracy at its worse - the sort of the thing which makes developers and publishers less likely to launch new products. At the end of the day, it's Amiga owners like you and I who suffer.

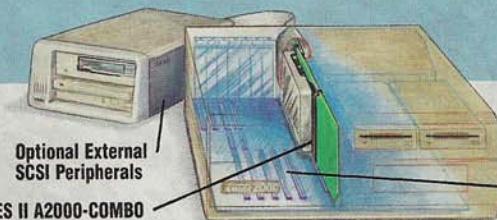
On a lighter note, don't forget to drop by and see the whole *Commodore Review* and *Professional Amiga User* team at the World of Commodore Show. We'll be on stand 200.



**Andrew Farrell**

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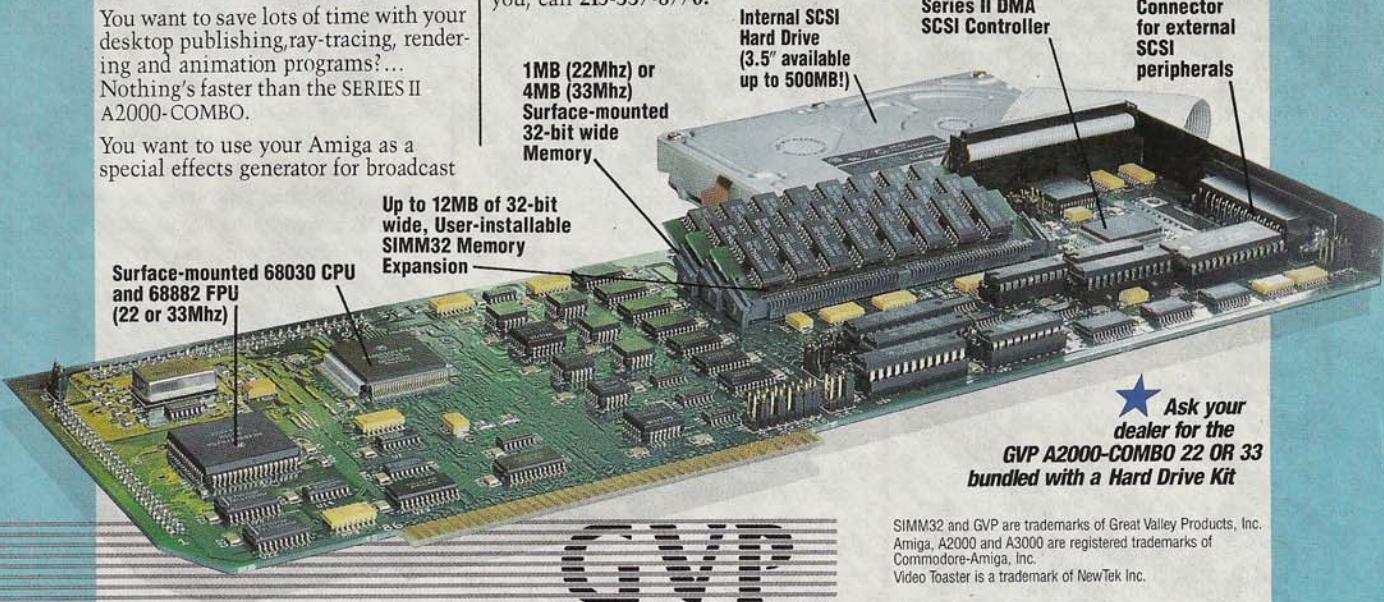
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## UPDATE COLUMN

WELL I'LL BE HORN SWOGGLED! I had no idea that there were so many Amiga users out there desperate for a good Hand Scanner and particularly one that came with OCR software for text. Frankly, because of my lack of foresight, I am afraid that there is going to be a delay of a couple of weeks before any new stock arrives. The other thing that has sped out the door in the past few weeks has been the Kick Start Switch, which shows that many more of you are going for the 2.04 Rom. Always make sure that you insist on the AlfaData Kick Start Switch from Pactronics as I have never had a product before that has had a complaint rate of .001, i.e. one in a thousand and that one we believe is some weird problem with the particular Amiga.

I know some of you get frustrated because you cannot always get our products in particular stores near you, but please feel free to ring us on our Hotline Service Number, (02) 748 4581, and we will find some way of helping you quickly to get what you need.

We have two new games that have just come in and you must look out for in your local shops. One is TILT. This is the game that requires immense skill but is thrilling entertainment. There are uncountable numbers of fascinating levels which will keep you going until your eyes register "Tilt". The other one is called WINTER SPORTS OLYMPIAD, which has a wide variety of amazing winter sports games (and boy it's cold enough here in Sydney at the moment), including Speed Skating, Barrel Jumping, Luge, Bobsled, Slalom and Ski Jumping. NOT TO BE MISSED.

As I anticipate that all of you will be coming to the World of Commodore Show at Darling Harbour on 3rd, 4th and 5th July, do NOT forget to come and see Pactronics. We will have a Wordworth demonstration (Digitas are coming from England), we will have a Scanner on display, we will be featuring several other brand new products and there will be SPECIALS GALORE! See you there.

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# Ram Rumbles

## User Group Grapevine

Years ago we used to have a regular section called User Group Grapevine. Well, it's back, in a form of sorts, here in Ram Rumbles. So send in your update User Group info to this section and make sure everyone knows where to go!

Canberra Amiga Users Society, GPO Box 596, Canberra ACT 2601, Director : Chris Townley, Meetings : Second Thursday Each Month, Canberra Workers Club, Childers St, Civic, Beginners at 7.00pm, Main at 8.00pm, (See Canberra Time Fridge Door, during week of meeting, for details), BBS: (06) 255 1469, Newsletter : beCAUS, For information contact Paul Martin on (06) 253 2121.

Tuggerah Lakes Commodore User Group, C64, C128 and Amiga. P.O Box 659, Toukley, NSW 2263. Meetings : Wyong High School Library, Alison Road, Wyong. 1st and 3rd Thursday of each month at 7.00pm. Contact : Bill on (043) 922 567.

East Coast Amiga Inc. Amiga. PO Box 344. Gosford NSW 2250. Meetings : Niagara Park Public School Library. 2nd and 4th Fridays of each month at 7.30pm.

## Media Moments

Yes folks, it's another installment of spotting those media moments when our beloved Amiga or C64 graces the phosphorous screen for a fleeting moment of glory. Don't forget that every letter published is read by hundreds of eager spotters who have not been so eagle eyed as you, dear contributor. So send in your media moment to us now to make sure you make it in the next issue of ACAR!

● Movie Spotting - Andrew Burno reports that towards the end of the movie *Murder by Moonlight*, a woman is doing a chemical analysis of a liquid. The computer is given a sample and draws an atomic picture. This is obviously *DPaint* anima-

tion. Thanks Andrew for that one.

Any other obvious *DPaint* animations also qualify for these pages.

● War Memorial - On Tuesday, May 5, the Australian War Memorial opened its new display in the Pacific Wars Wing. The new section is to mark the events of the Battle of the Coral Sea which is in its fiftieth anniversary - May 5-8, 1942. Part of the display consists of a full size replica of the bridge of one of the Australian ships which was serving in the Coral Sea at the time. The vertical windows of the ship's bridge have video monitors installed behind them and they show a four minute presentation depicting events in Coral Sea battles. The audiovisual was produced by Emmanuel Stefanou and Associates of Canberra and has a very large Amiga computer graphic content. Maps and animations show naval task force manoeuvres and the credits contain an *Imagine* rendering of the war memorial building.

There is also a theatre with a large video projector showing this audio visual. Several million people visit the Australian War Memorial in Canberra every year.

● *Screwball Hotel* contains, according to Steven Parker, three Army cadets breaking into an office. In the middle of the room is an A2000, with monitor but no mouse. (Slack props department ...).

Here's the best bit. On entering the room, one of the cadets (the one with brains obviously) says "That's it, a classic Commodore Amiga 2000, it is beautiful or what?" After turning it on they type in a password, an army tank appears on the screen, then it blows up. The sergeant appears on the screen telling them to report to him. The next day they're expelled from the academy. Well, there's no accounting for taste. Fancy putting the Amiga in such a B-grade movie ...

## Yet Another Disk Magazine

From the electronic magazine department comes yet another addition to the disks making their way into the magazine world. This one is slightly different. The Australian Amiga Disk Magazine looks like a real magazine on screen. It offers the same random access, and although the issue we saw was a bit light on quantity, the quality was excellent. AADM is available through Amiga resellers or direct from GSoft - (08) 254 2261.

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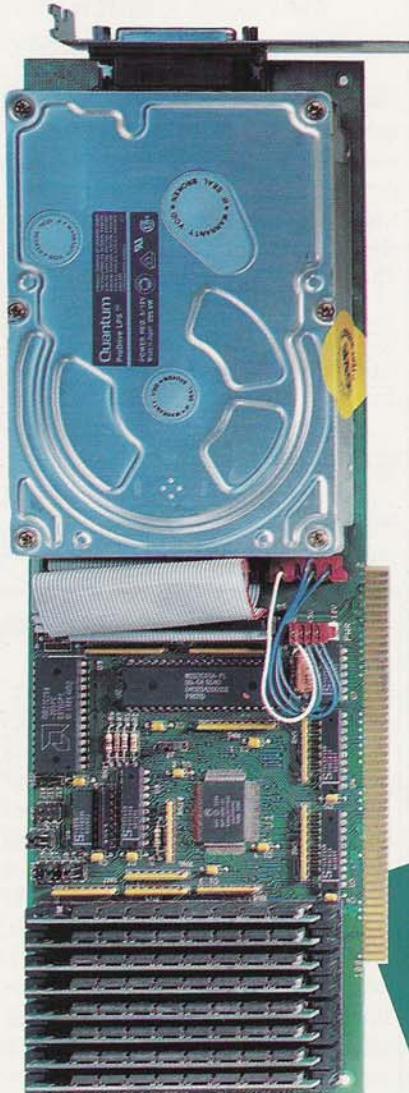
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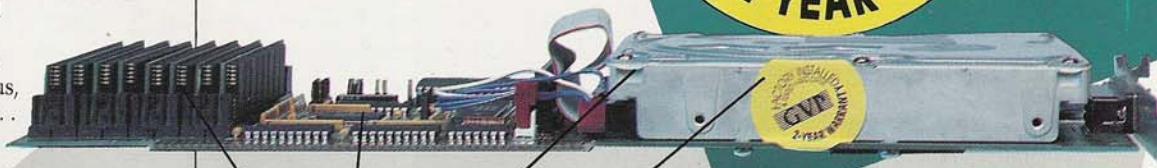


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# NOTE PAD

## Rumours

- Workbench - Workbench 2.1 is now in beta test and current machines are shipping with 2.04 (ring bound manual) or 2.05 (soft cover manual, some bug fixes).

- New Bridgeboard - Commodore are reported to be developing a 386 Bridgeboard utilising the standard Amiga drives.

- PAL Toaster - Could it be closer than we all think? Some now say that a PAL toaster is in the works and could be a lot nearer than we all expect. In the mean time, Opal Technology claim their new OpalVision hardware will soon have a Video Roaster add on which will do much of what the Toaster now does.

## Software MS-DOS Emulator

On Fish Disk 643 you'll find a demo of Chris Hames' IBM Emulator, which by all accounts is an excellent piece of work. *PC-Task* is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your Amiga with no additional hardware. It runs just like a normal application allowing multitasking to continue. The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks with the mouse and it's operational. CGA, MDA, serial, parallel, mouse, two floppy drives and two Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is demonstration version 1.04 by local programmer, Chris Hames. For a copy contact your favourite PD supplier.

## Blitz BASIC II

Yes, it's finally here, and according to Bob Fields of Bright Electronics in NZ (who can be trusted about these

things) it's terrific. He says: "I had a quick look at it in action last Saturday and I believe it could revolutionise Amiga programming. It is extremely user friendly to program BASIC and compiles and runs at machine code speed. The price will be about NZ\$200 ...

"I'm not normally impressed by software but this is outstanding. Locally written and very professionally produced."

You'll see a review of it soon. Features include:

- Fully integrated editor/compiler environment
- For games programmers, there is a

unique environment known as Blitz Mode, which closes down the system and replaces it with:

- a kernel of super fast graphics
- specialised sound commands
- dedicated IO library
- precise display control

- Amiga mode: for applications developers, you get full control of WB1.3/2, and an Intuition planner for easy creation of complex interfaces.

- Programming features:

- all numeric types
- string handling
- NewTypes allow Basic programmers to dramatically simplify their code, and programmers get lower level access to the operating system.

The list goes on.... congratulations to Simon Armstrong who has really stuck his neck out, financially and otherwise, on this one. RRP is A\$195. More details on this one next month ...

## Peer to Peer Network

Australian Amiga developer Resource Management Force, in conjunction with Black Knight Peripherals, is set to release a complete 'peer to peer' network system at the World of Commodore show. The system has been two years in development and is a complete software and hardware package designed specifically for the Amiga.

The advent of such a complete networking solution means that the unrealised potential in markets such as education and business can now be tapped. QuickNet is a complete hardware/firmware combination Ethernet network and memory expansion card. The A2000/3000 version plugs in internally and has sockets for up to eight megabytes of RAM. The 500 version connects to the extension connector on the left side and has sockets for two megabytes of RAM. The network connections are standard Ethernet and twisted pair. A thin Ethernet coaxial cable option is available on all models.

The QuickNet software is both V.1.3 and V.2.0 compatible and will work

with any commercial accelerator or hard disk controller. QuickNet is a peer to peer network meaning that any peripherals connected to any computer on the network are accessed by any other computer. Because the Amiga is a multi-tasking computer it runs in the background servicing requests as needed.

QuickNet is fast and transparent to user. Due to the integrated nature of the system, in operation it appears as though each terminal has its own multiple floppy disk drives, hard disk drives, serial ports, printers etc, even though these peripherals are in fact being shared by all machines on the network.

The software is in a ROM on the network card which means that any computers with hard disk drives can auto-boot from a designated machine on the network just as if an auto-booting hard drive was directly connected to the remote computer. The recommended retail price of the QuickNet system is \$440.

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► **Compose** easily using the DSS 4-track sequencer and your Amiga or MIDI keyboard. Draw from up to 32 instruments at a time, in up to four octaves with 8 different variable effects. Mix and modify sounds in real time as you compose, through direct interface with the sound editor.

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- Remove "pops" from old phonograph recordings.
- Create custom instruments and sound effects by collecting and/or modifying pre-recorded instruments, voice, or sounds from any source, and use them in your own compositions.
- Save your sound and music to disk or send it out via modem for replay on any Amiga.



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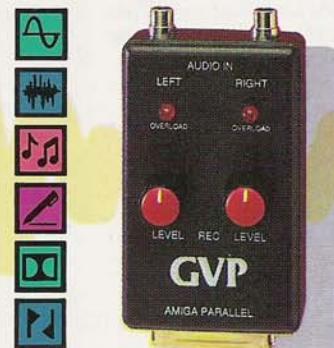
- ✓ AmigaDOS 2.0 compatible; written in assembly language.
- ✓ Multi-tasking operation.
- ✓ 68020 and 68030 compatible.
- ✓ Comprehensive tutorial manual helps even beginners get started right away.
- ✓ Intuition-based graphic interface makes operation easy.
- ✓ MIDI-in capability.
- ✓ Direct interface between sequencer and editor.
- ✓ Hold 32 sound samples in memory at once – all shown on screen so they are easy to manipulate.
- ✓ Effects and processing capabilities include echo, mix, filter, re-sample, sound data inversion, playing sounds backwards, loops, fade-in/fade-out and more.
- ✓ Manipulate sound samples in real time, as you listen.
- ✓ Create sampled instruments with 1, 3 and 8 octaves.
- ✓ HIFI recording for highest quality playback.
- ✓ Controls for faster/slower playback and filtering high frequencies during playback.
- ✓ Load and save samples, songs and instruments in multiple formats.

- ✓ Multiple effects for each note.
- ✓ Stereo and monophonic operation. Also convert mono to stereo or separate stereo.
- ✓ Auto-playing music modules.

- ✓ Real-time oscilloscope and spectrum analysis.
- ✓ Real-time reverberation.
- ✓ Graphic editing of wave forms through easy-to-use functions, including zoom in/out and precision controls for position, frequency and amplitude.
- ✓ Draw sound waves freehand using the mouse.
- ✓ Direct editing of individual sample numeric values.
- ✓ Maximum recording speed of 51,000 samples/second in stereo.
- ✓ Savable Preference settings.
- ✓ Saves in IFF, SONIX or RAW formats.
- ✓ Compatible with SoundTracker, Noise Tracker and SoundFX modules.

# DSS

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## AGFA'S Scalable Fonts

Agfa has announced its entire library will be converted to Amiga format - the "Intellifont scaling rasteriser and Intellifont scalable typefaces" are embedded into WB2, so users will have access to more than 260 Intellifont typefaces for the first time.

You can now scale outline fonts on the fly and not rely on bitmaps which have been pre-generated and stored on hard disk - this means less memory required and access to many fonts.

Intellifont works with any application that supports WB2 and eliminates the need for many different font formats that can be dependent on particular software applications.

### Register NComm in Oz

It is now possible to register *NComm* within Australia allowing you to avoid

costly international money conversions, and a much speedier delivery time. The cost is \$45 Australian. Fill out the normal *Ncomm* order form and send it with your cheque / money order (made payable to Craig Westbury) to: Craig Westbury, PO Box 664, Brighton, SA 5048. (Unfortunately credit card orders are not currently available but will be in the near future.)

The Australian *Ncomm* Support BBS is The Dominion BBS - (08) 377 1984 - Fidonet 3:681/863.

## IV24 Video Interface Unit

Great Valley Products has released two versions of the Video Interface Unit (VIU) for its IV24 multimedia system. The IV24 is a 16 million colour, 24-bit multifunctional graphics board which features a built-in genlock, frame grab-

## New ICD Flicker Fixer

ICD has announced Flicker Free Video 2, a completely redesigned successor for their popular Flicker-Free Video display enhancer. The new version is a completely new design and uses recent advancements in VLSI circuit technology to add features while actually reducing the size and number of parts.

The flicker fixer eliminates interface flicker and visible scan lines, providing a solid clean display. It is 100% compatible with and invisible to all software and OS revisions. The unit is fully ECS compatible, automatically bypassing productivity mode and manually bypassing super hires with an optional switch. Flicker Free Video 2 fully processes and displays all other modes. Maximum and severe overscan are supported so Flicker Free Video 2 will display an image as large as your computer can produce.

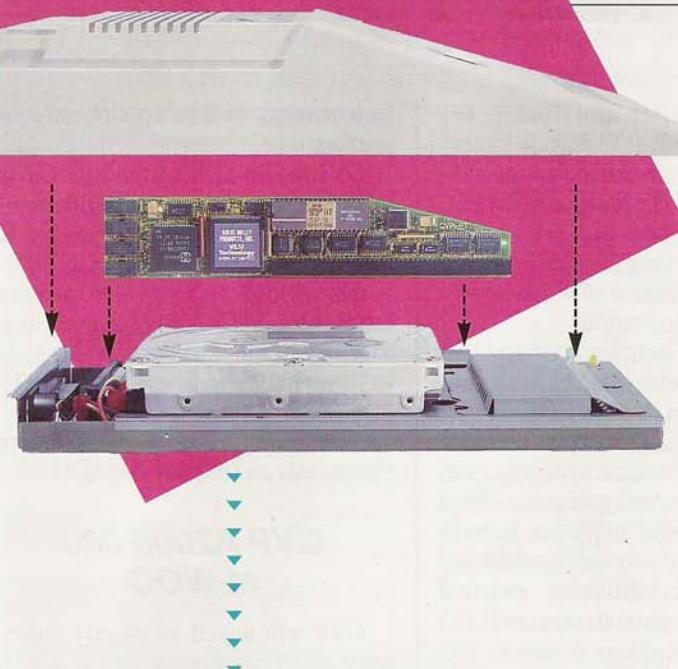
The versatile design means that the same model of Flicker Free Video 2 works in Amiga 500, 500 Plus, 1000, and 2000 computers in all countries,

with no adapters or expansion boards required. It doesn't use the video slot in the Amiga 2000, leaving it free for other video boards. It has true scan line doubling to eliminate motion artefacting in non interlaced display modes.

ICD's new Flicker Free Video preferences program is included, allowing adjustable vertical refresh frequency for a steadier display (especially with PAL systems) from 49 HZ up to 100HZ overscan adjustment and more. Automatic fine tuning and digital circuitry locks onto video signals without any jitter or phase shift.

Flicker Free Video 2 requires a VGA or Multisync monitor. The suggested retail price of Flicker Free Video 2 is currently \$299.96 in the US. Registered owners of the original Flicker Free Video may trade in for Flicker Free Video 2 for only \$139 through ICD. For further information contact ICD Customer Service or Sales in the United States at (815) 968 2238. ICD will be at the World of Commodore Show. See the Show Guide for details.

MORE MAGIC FROM GVP



### GVP's SERIES II™ A500-HD8+ NOW FEATURES AN OPTIONAL, PLUG-IN, 16MHZ PC286 EMULATOR MODULE!

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#### THE MAGIC BEHIND GVP's SERIES II A500-HD8+ HARD DRIVE MUSCLE

Check out these unequalled features:

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Our new GVP/PC286 emulator module is the first A500 peripheral specifically designed to be plugged into our unique internal "Mini-Slot". Unlike other 286 PC emulators, this one fits right inside your A500HD8+ housing! So installation is a snap and there's no need to open and dismantle your A500™ and run the risk of VOIDING YOUR Computer's WARRANTY.

In fact your warranty worries are over, because the A500-HD8+ as well as the optional GVP/PC286 emulator module are now warranted for 2 FULL YEARS!!

The GVP/PC286 "Mini-Slot" module features:

- Runs MS-DOS (V3.2 or up), Microsoft Windows™ and literally thousands of PC applications. NOTE: MS-DOS Operating system is NOT Included.
- 16Mhz 80286 CPU. Up to 15 times faster than IBM's original PC!
- Complete Hercules™, CGA, EGA/VGA (monochrome) and T3100 video emulations. MS-DOS applications can use the A500's™ built-in parallel and serial ports transparently.
- Use the A500's floppy drive(s) to read/write MS-DOS floppies.
- Let's your A500 run MS-DOS and

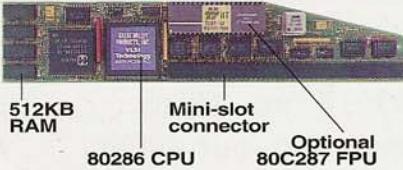
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Applications  
Concurrently!!

- 512KB of On-board Memory (RAM) for exclusive use by MS-DOS.
- Transparent access to the A500's memory for MS-DOS applications requiring more than 512KB of memory!
- Socket for optional 80C287 (CMOS) Floating Point Unit.

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So... Be Smart, before you buy anyone else's A500™ hard drive or RAM expansion system, ask the question: "Does It Have a Mini-Slot"? Why settle for anything less?

#### GVP/PC286 MODULE



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# ANNOUNCEMENT

## From July 1 DEJA VU Software will be available from your local Computer Store.

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ber, frame buffer and flicker de-interlacer, as well as Picture-in Picture capability and several powerful software packages. The addition of the VIU provides the system with even greater versatility, allowing the user to choose from a wide selection of video signals for both input and output.

The VIU-S includes such key features as composite video to RGB conversion, S-video (Y/C, to RGB conversion, RGB plus sync input, software selectable video source, sync detection, sync generation, and automatic signal equalisation. Other important features of the VIU-S are software controllable video signal conditioning, external genlock/keyer input and output and LED mode indicators. There is also an I2C

bus connector for future peripheral connection.

GVP is also offering the VIU-CT as an option for professionals with high-end component video equipment. In addition to all of the features of the VIU-S, this sophisticated unit also includes component Y/R-Y/B-Y transcoding, RGB plus composite sync, VGA-style RGB monitor pass-through, and RGB plus H and V sync.

For more information contact Power Peripherals on (03) 532 8553.

### **GVP A2000 040 at WOC**

GVP will unveil its eagerly anticipated 68040 accelerator for the A2000

### **Phonepak Coming Soon ...**

Great Valley Products has launched PhonePak VFX, a Fax/PhoneMail system for the Amiga 2000, representing the beginning of a new generation in telecommunications. Up until now, both fax machines and fax cards have suffered from several limitations. Despite their overwhelming acceptance, fax machines offer little or no privacy. They use awkward, unpleasant and expensive thermal paper and they often require special accommodations such as dedicated lines. In larger companies, typical fax machines also tax personnel resources with the burden of sorting and distributing the incoming material.

Existing fax cards installed in personal computers are not much better. While they are capable of printing on plain paper, their display quality and speed are usually poor. They often have cumbersome user interfaces and they do not address the issue of privacy since all faxes are stored together.

PhonePak focuses on all of these problems and offers convenient, usable solutions. Each installed PhonePak card provides a wealth

of unique features for a single telephone line, while multiple PhonePak cards installed on a single machine can work in unison or totally independently of one another. And, because the system uses GVP's custom DMA chip technology, the multitasking capability of the Amiga remains undisturbed while the system is in use.

The system allows callers to access a user's mailbox, record a voice message and send a fax, whether the user is "in" or not. Users can then retrieve their FaxMail messages remotely by telephone or by using the intuitive screen interface.

A key feature of PhonePak is its ability to receive faxes by themselves or attached to voice messages by the caller. The system also allows the user to create an automated information system that permits callers to receive both voice and fax information. In addition, it has the capability of sending faxes to one number or a group of numbers, either directly or by using the built-in scheduler.

An Australian version of this product is awaiting final approval. Stay tuned for more information.

## TechnoSound Turbo

Simply plug your sound source into the unit and fire up the sampling software. New multi-tasking software features a MIDI sequencer, and a host of exciting special effects including real-time echo, phasing, pitch shifting and other voice synth effects.

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Adapter for A2000/A3000

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**KCS Adapter Card for A2000/A3000 \$185**

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<b>Swifty Mouse</b>	300 DPI 3-button opto-mechanical mouse.	<b>\$49</b>
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## Kickstart Swap Board \$59

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## Sound Enhancer

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## Audio Engineer Version II

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## Audio Gallery Talking Picture Dictionaries

Astonishing new language tutorial packages from the USA!  
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## RocGenPlus \$399

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## Video Digitiser/Colour Splitter \$499

Combines colour splitter and DigiView™ compatible digitiser in one box. Featuring saturation control, S-VHS or composite input, manual or auto colour select, external power pack, cables for connecting Auto-Select Module and ColorView software.

## Video Breakout Box \$89

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## Flicker Free Video (ICD) \$475

Eliminates flicker on any Amiga. Plugs into Denise socket.

## Phoenix A1000 Motherboard

Includes 68811/2 socket, SCSI controller, A2000 expansion slot and video slot, 8 MB daughterboard connector, battery-backed clock, sockets for 4 Kickstarts (1.3 supplied), drive swap switch.

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E&OE

at the World of Commodore. The A2000 G-Force Combo is the latest member of GVP's Combo family of multifunctional A2000 accelerator products. According to GVP it should immediately make all other 68040-based accelerators for the A2000 obsolete. Available in 25 and 33 MHz versions, this accelerator provides separate 4Kbyte data and instruction caches on a single chip. It will come standard with 4MB of 32-bit wide 60ns custom DRAM, and will be configurable in 4MB increments to a full 16MB - expandable to 64MB as soon as the 16MB chips become available.

As with all of GVP's accelerators, the A2000 G-Force 040 Combo features an on-board SCSI controller, as well as a software switchable fallback mode, which allows the A2000 to revert to its native 68000 CPU for full backward compatibility.

Unique to the A2000 G-Force 040 Combo is the bi-directional parallel port

which can be switched for full Amiga compatibility or full IBM compatibility, as well as a super high speed serial port.

### A530 Turbo

GVP has launched the A530 Turbo, an accelerated version of their popular Series II A500-HD8+ subsystem. Designed in the same sleek styling as the classic version, the A530 Turbo features a 40MHz 68EC030 CPU, and has the capability of adding up to 8MB of 32-bit wide 60ns DRAM, in 1, 2, 4 or 8MB increments. It also features a socket for an optional FPU.

With the A530 Turbo, GVP takes full advantage of its talent for developing multifunctional products. The system is much more than an accelerator. It also features a high performance built-in SCSI controller and comes with a choice of hard drives. Also incorporated in the design is a turbo switch,

which allows the user to switch back to 68000 mode, and also to disable the drive and memory. The addition of a power light, hard drive light and turbo light allows the user to see that every function is in operation.

For more information contact Power Peripherals on (03) 532 8553.

### Modem Training

PEGASUS is a global communications network based in Byron Bay which is the shape of communications to come - through it you can get access to people and information otherwise inaccessible, and in very specific interest groups and on specific topics, particularly of the green variety. All you need is a modem, a computer and some knowledge of getting on-line. This last bit can be confusing so Pegasus has set up training courses. For more information call Michael Ney on (02) 692 8168.

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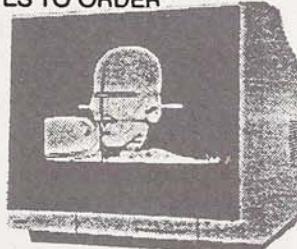
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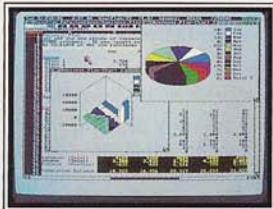
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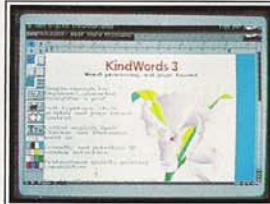
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Both upgrades require Amiga 500, 500+, 1000, 2000 or 3000, Workbench 1.3 or 2.0, 1 MB RAM (additional memory recommended). Two Disk Drives or Hard Disk recommended.

# Easy AMOS

If you found AMOS a bit heavy going, perhaps Easy AMOS could be the answer with its new beefy manual and improved interface. Our resident AMOS columnist, Wayne Johnson, checked it out.

**H**ands up everyone who bought the AMOS package. Now all those who didn't! We have good news for you - there can only be one reason for someone not buying AMOS if they own an Amiga, and that is that they feel that they don't have enough computer knowledge to handle a programming package.

Well, the good news is Easy AMOS, aimed squarely at the beginner. And of course, it is ideal for those people who bought AMOS who are having problems handling it. Easy AMOS is billed as the ultimate learning system to take you from a complete beginner to a fully fledged programmer.

The package includes a thick 424 page manual with two disks. The user guide is very light-hearted with cartoons and quotes thrown in the corners, along with plenty of examples and exercise drills to improve and build your programming skills with AMOS.

## Revamped Editor

The Editor mode has been revamped completely to how Francois Lionet (the mastermind behind AMOS) would have originally liked AMOS to be. From the editor, you can click on the TUTOR icon and up comes the most incredibly powerful debugger seen on any language. Easy AMOS takes your screen (regardless of whether you have text, BOBs, Graphics or whatever on the screen), shrinks it down to one-quarter of its original size and places it in the top left hand corner. The rest of the screen contains tools for running your program step by step to view the changes and variable values.

It's a bit like the small screens above your nightly news reader. Also from the

editor, you can invoke the BOB editor. This version far surpasses the original Sprite X editor in AMOS.

## Main Differences

There are quite a few fundamental differences between AMOS and Easy AMOS:

- There is no AMAL system. This is to keep in line with true basics, as this is the main focus. AMAL is very different to BASIC and therefore is not within the scope of Easy AMOS.
- There are no Sprites, only BOBs. Sprites, as most of you know, take a lot of effort to create, and you have to work with Amiga system rules for sprite palettes. BOBs, however, are very simple to create because they follow the same

conditions and palettes as the current screen.

- There are only 350 commands as opposed to AMOS's 500+.

- Easy AMOS programs cannot be compiled. They can, however, be loaded into AMOS and then compiled. All Easy AMOS programs are fully compatible with AMOS.

- There is no RAMOS system. Easy AMOS programs can only load into the editor, but no run-time module is provided.

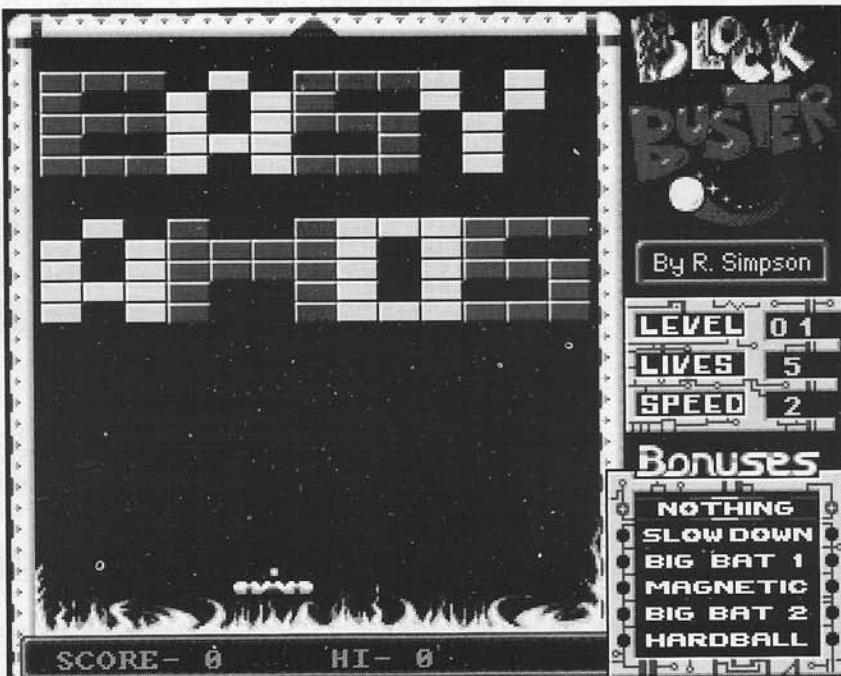
- No extension system. The 350 commands supplied in the Easy AMOS language are covered in the learning guide/manual.

## Conclusions

Easy AMOS can best be described as a learning tool not a development tool. It is the platform upon which to learn AMOS and become familiar with it.

How did you learn BASIC? From a book? A BASIC course? A friend? But did you ever learn from a book that had its own custom programming environment to learn, work and create in? Easy AMOS is just that!

Easy AMOS is distributed by Pactronics (02) 748 4700. RRP \$99.95.



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## User Report

# Phoenix Colour Digitiser

**Complete with built-in colour splitter, and Y-C inputs, this home grown colour digitiser appears to offer a good upgrade path from the old favourite, Digiview. Ken Simpson checked it out.**

**M**y Phoenix Colour Digitiser arrived in a medium sized box, well packed in bubble-wrap, with two disks, a selection of cables, a small adaptor and the colour digitiser itself. A couple of pages of printed documentation complete the package.

It was all very easy to set up and calibrate using the supplied software and very soon I was capturing the test pattern from SBS, a television channel. It's dead easy to do, the software is simple to follow and execute, though I don't think it would win great prizes for speed. Nevertheless, the interface is quite elegant.

The included software, *ColourView 1.41*, presents you with a blank, dark screen with a row of buttons in a small panel along the bottom. For normal operation it's

as easy as choosing when to capture your frame and pushing the AUTO button.

At this point, two things happen. The digitiser chooses each of the three colours in turn, red, then green, then blue. The software captures the screen having



*The whole picture in HAM mode from Art Department Professional*

*Digitised via Phoenix, but rendered in ADPro. Note the considerably greater colour detail in the faces.*



*Digitised and rendered in Colourview, 32 colour. Note the lack of shading especially in the girl's face on the left*



been split into these three primaries and stores them in raw RGB mode in memory.

It scans the picture from left to right (which looks a little strange when you are used to the Amiga scanning from top to bottom), but all the same it did the job. The first few captures we did suffered from poor positioning, but after a little fiddling about with the image positioning sliders we were able to get the image pretty well centrally located.

Basically, everything was fairly easy up to this point. However, unless you have very clever display software, raw RGB data is of little use to you.

### Rendering Images

You can save as an RGB 24-bit file, which for our medium resolution interlaced 320\*256 images, took up 497k. *Colourview* can render the image by doing an analysis of the data and picking the best 32 colours. Doing this proved to be most disappointing for the two images we tried. They lost colour definition and the finished result was rather awful. However this is a fault, I think, of the image rendering process rather than the digitiser itself.

When we converted the raw RGB file in *Art Department Professional* to 32-colour the result was much better. Converting it to HAM in *ADPro* produced an even better result, but one which *Colourview* is incapable of (unlike *DigiView* which could do either).

For example, compare the two

faces that have been digitised. One has been digitised and then rendered in *Colourview* using their 32 colour rendering routines, the other has been rendered into 32 colour from the same raw data using *ADPro*. The difference in quality is quite remarkable.

Please note that this does not mean that the digitiser is bad, in fact the digitiser is quite okay and from a S-VHS source is very good. Rather it is the *Colourview* rendering software that takes a raw RGB file and turns it into a normal Amiga 32 colour displayable image that isn't ideal.

This is not a great drawback, and I suspect that Phoenix realise the shortcomings of their own software because they suggest that *Digiview Version 4* would also be good software to have. I wondered if this was done because they knew that the *Colourview* software wasn't up to professional level, but was fine for flunkies like me who just want

to digitise a few pictures now and then for the heck of it. There is no doubt that using the *Digiview* software with the Phoenix digitiser produced superior rendering, though very similar RGB files.

As you would expect with most software of this type, all the normal digitising variables are controllable from within the software. You can do the R G and B passes automatically or manually. You can adjust the position and size of the rendered image and the colour balance as well. All of which means that it is a good entry level package.

As a beginner in the field I found the software and instructions easy to follow and simple to use. For someone totally new to an area that is a considerable feat, though I must admit that I found the calibration section slightly confusing. It seemed that they said the calibration LED's should be dim when they actually meant off. But having figured that out, the rest was plain sailing.

## Comparisons

We compared the digitiser/splitter with other available hardware including *Digiview* and the Prism colour splitter. *Digiview* uses a more common A/D chip that seemed to cope with the PAL test screen from SBS a little better. But overall, as an entry level colour digitiser, the Phoenix performs reasonably well, although the software lets it down.

I had fun grabbing screens from the video and showing them on my Amiga screen. It was clear that to use the system to the maximum you would need at least *Art Department Professional* to render the raw RGB data that the digitiser captured for you. Overall a good product for digitising, but I get the feeling that it needs a bit of work to be truly a professional PAL product. My appreciation to Chris Ralph for his comments and expertise in the area of digitising.

For more information call Phoenix on (08) 293 8752. RRP is \$499, or \$599 with *Art Department*.

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# Mastering Quick and Easy Video Titling

by Suraj Gulrajani and Prapakorn Srisaman

In an ideal universe, a video artist would schedule projects so that there is plenty of time to finish work ahead of deadlines and without the need for all-night sessions. I, unfortunately, have seldom experienced that universe.

Typically, there are last-minute problems and changes that push a work session past midnight and send my brain groping for time-saving solutions to salvage a project.

In this article we look at a technique for doing video titling quickly, effectively, and painlessly. And if you are an Amiga novice, these tips will also serve you well in attempting your first titling project.

## A Moving Solution

You gotta "move" first before you can fly!

The basic technique I employ at the recording session is to create a title on the fly with DeluxePaint (Electronic Arts), record it to tape, pause the machine, load and cue up an animation, record it, pause, and then create the next title.

I don't waste time saving titles as they are created - I simply record and move on. In doing these titling marathons, I have learned a couple of tricks that maintain smooth transitions between titles and animations, making this system work quickly and professionally.

Static titles are easy, but even animated titles can be a breeze to create on the fly. Use the Move requester and a bold, readable font, such as one of the Kara fonts (Kara Computer Graphics).

Try a simple motion path, such as a 360-degree rotation on one axis, as the

title rolls toward the screen from the distance. Once you have established your Move requester settings, you can re-use them for each new title.

First, type the title in the chosen font. Pick up each word as a brush and compose the screen. Next, pick up the whole title as a brush. Clear the screen to colour zero (circumventing the need for overscan). Set the number of frames to about 40 for smooth motion. Stamp the brush in place on the last frame, go to the Move requester and press the "come-to" button (the arrow point to the dot).

## Smoother Animation

For better readability as the title nears the screen, set Ease In to around 5 or 10. Enter your motion settings (such as 1500

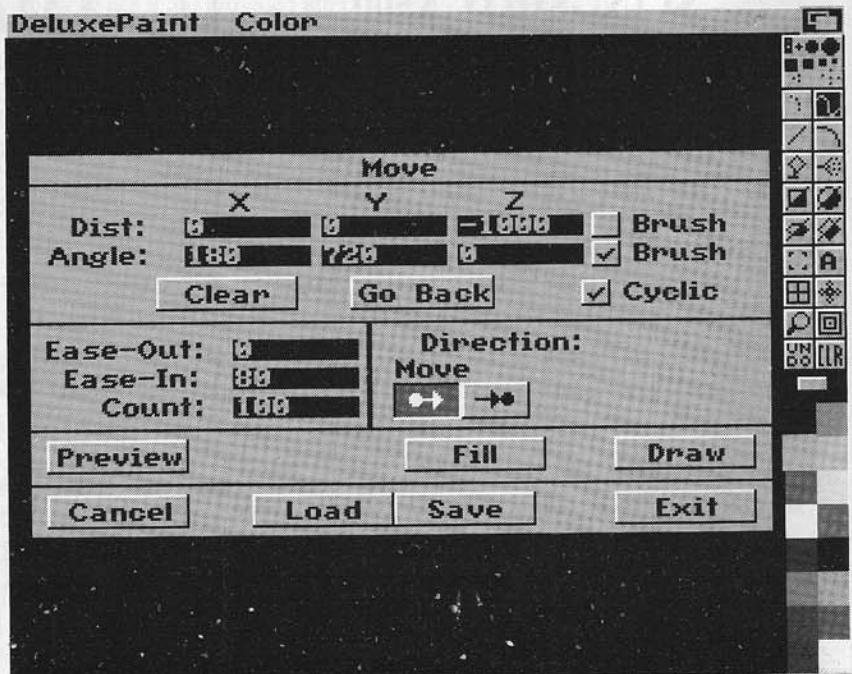
in the Z distance box and 360 in the Z Angle box) and click Preview. When you are sure of your settings, abort the preview by pressing the space bar and then clicking on Draw. When you have finished rendering your title animation, run it once to verify that all is well. For recording, make the first frame of this title animation a blank screen. To do this, press the Shift-1 key combination to go to frame 1. That frame contains a small "distant" version of the title.

Select Add Frame from the Anim menu to duplicate that frame. Frames 1 and 2 are now identical. Roll back to frame 1 and clear it. Press the F10 key to turn off the menu bars and the Delete key to turn off the cursor.

Press the period key and select colour zero with the left mouse button to make an invisible single-pixel brush. Park it at a lower corner of the screen and get ready to record. On our deck, I put the recorder into Pause mode and then set it to Record.

## VCR Control

Take the VCR off Pause, record a few seconds of blank screen from frame 1, and then press the 5 key. This plays the title animation once, stopping on the last frame.



Hold on the last frame for a many seconds as you think appropriate, then press the 2 key to advance the animation again to the blank first frame. After holding another second or two, put the recorder on Pause again. If you experience a flash at the end of the animation, duplicating the last frame a couple of time will usually clear up the problem. The whole recording process is clean and mercifully quick.

With the VCR on Pause, you will probably have about four minutes before the pause automatically aborts to save the tape from excessive wear. This is usually enough time to load and cue an animation segment, maintaining a smooth pace for the recording session.

Load the animation segment, press the J key to switch to the Scratch screen, and clear it to colour zero. Again, shut off the cursor and menu bars and park a

single-pixel, colour zero brush in a corner of the screen. Take the VCR off Pause while you are on the Scratch screen, record a few seconds, and then hit the J key to switch to the animation.

Depending on the nature of the animation, press the 4, 5 or 6 keys to loop it, play it once, or ping-pong it, respectively. When the animation has run its course, you can either press Pause on the VCR or stop the animation with the space bar and then return to the blank screen via the J key for a few seconds before pausing the tape.

### Considerations

When titling and recording a long series of animations, I usually keep colour zero black and create my titles against that black background. Because colour zero is usually left black in most

animations, this allows a seamless transition between the blank frame of the titles and the Scratch screens of the animations.

The recording process flows along with titles zooming in cleanly and conservatively. Keep your titles informative and professional - not fancy and overly elaborate - so that they don't wind up competing with the animations.

In creating titles, avoid colours containing R, G or B levels greater than 12. Such saturated colours do not translate well into video mode. Red is a troublesome colour and tends to smear badly in video. Avoid it if possible, or at least radically reduce its saturation.

For best results, create your titles in high-resolution mode. If RAM is limited on your machine, the trick of clearing to colour zero instead of using overscan will help considerably.

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# For Beginners

# What the manual doesn't tell you

by Suraj Gulrajani and Prapakorn Srisaman

**T**he Amiga comes with documentation written in easy to understand English. But as always, the manual doesn't tell you everything. In this article we reveal some interesting and less obvious aspects of the Amiga.

If you don't yet have an Amiga, there are a few features and limitations of which you should be aware. You undoubtedly have seen the eye-catching graphics and have heard the stunning sounds of the Amiga.

Perhaps you think of these as the essence of the machine. They are important, but there are other significant things. Perhaps the most profound is multitasking - the ability to have several programs or tasks running at the same time.

### Multitasking

That's rare in computers, and it's even more rare to find an operating

system that does it so efficiently and transparently as the Amiga. It's very useful once you get used to it, and one can easily take it for granted while using an Amiga.

Can you imagine running a database as a background task, while writing a letter, performing a mail merge and formating a disk? The number of tasks you can run at one time is only limited to the amount of RAM you have available.

In the list of the Amiga's features, we must mention the ease with which add-ons such as printers, modems, digitisers, extra RAM hard drives and the like can be added. There's also a huge shareware and public domain software library containing useful programs you can obtain from suppliers all over the country for little more than the cost of a disk.

## Limitations!

There are some limitations that may

be of some concern to you, however. The basic Amiga 500's processing speed is somewhat slow when compared to some other machines. However, its input and output rates are rather quick, especially output to the screen. The custom processors inside the Amiga allow for quick graphics updating. That's why animations are so smooth on the Amiga.

If your idea of fun is to chop around inside a machine that has simple architecture, the Amiga is not for you. Its inner structure is quite complex, and you'll have a good deal of research ahead of you before you can take the simplest journey into the Amiga's inner space.

You'll also find your Amiga will be much more flexible with at least two disk drives (or a hard disk) and at least one megabyte of memory.

## The Workbench

The manual, Introduction to the Amiga, that comes with the computer does a nice job of showing you how to use the Workbench. By the time you finish the tutorial, you should know how to click, double click, select a menu, size a window, drag a window, and do many other tasks along this line. There are a few things, however, that went unmentioned or were left vague.

First, it's very important to back up your disks. Put away your original Workbench disk and use a backup for day to day use. As you go through the Work-



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bench, opening a disk, then opening a drawer within that disk, and so on, you may be surprised at a few subtleties of the Workbench's file handling.

Drag a file from one disk to another, and you make a copy. Drag a file from one part of the disk to another say, from one drawer to another and you move it. Drag a file out of its window, to an empty area on the Workbench screen, and it stays there for easy access.

Don't worry, the computer keeps careful records about where files and tasks originate. If need be, your Amiga will ask you to re-insert the appropriate disk when a task tries to access the wandering file again. The Amiga refers to disks as alphanumeric names, so disks swapping is not so confusing as it may seem on other computers.

### Using Workbench

When the Workbench loads from disk, the drive runs for a while before the Workbench screen appears. Let it do so; don't rush in with the mouse or start typing something until everything settles down.

If you jump in too quickly, the computer becomes busy with many different tasks at the same time. (Well, actually most "startup sequences", including the one on the original Workbench disk, perform a number of different tasks at the same time already.)

On a faster Amiga, you can launch many tasks one after the other if you're not sure what you're doing. On a slow machine you'll find it frustrating if you just keep clicking away trying to make something happen. If the drive light is on and you're not sure what's happening, wait a moment and see.

Your Workbench configures itself according to a text file called the startup sequence, and any actions done before the opening sequence is finished may interfere with your Workbench environment.

It is best to wait it out. From time to time you will find the need to edit the startup sequence. No doubt you'll find out it is difficult to get it right the first time around. We will give some pointers about this later on. (Workbench 2.0 users will find this less of a problem.)

There's often more on a disk than what you see in the disk's window. The Workbench only shows icons for those files that have a special "info" file associated with them.

To see the rest you'll need to go to the Command Line Interface (CLI) or use a "shell" of some sort.

### Trashcan

If you drag something into the Trashcan, it's not actually deleted, so you do not free any disk space. That's because you're allowed to sort through the contents of the Trashcan.

If you change your mind about discarding something, drag it back out of the Trashcan and put it wherever you want it to belong. If you're sure you'll never want that item again, select the Trashcan icon, go to the disk menu and

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choose the Empty Trash option. All items in the Trashcan directory are discarded, and the disk space is reclaimed.

Here's another way to throw away files: Select the items you want to throw away, go to the Disk menu of the Workbench screen, and choose the Discard option. This deletes the file and reclaims the disk space right away, so be careful.

### Empty Drawer?

Why is there an Empty drawer on the Workbench disk? To give Workbench users something to copy when they need a new drawer. To make a new drawer, select the Empty drawer, go to the Workbench menu of the Workbench screen and select the Duplicate option.

Now, use the Rename option in the Workbench menu to give it the name of your choice. This new drawer may be dragged anywhere on the disk - even

within another drawer. Life is easy for a Workbench user, isn't it? (Workbench 2.0 users can use the Make New Drawer menu option instead.)

After you've moved an icon to a desired place within a window, fix it in place by calling Snapshot on the Special menu.

If you're redecorating a window and have moved several things around, log all of their new positions by performing "multiple selection" - select each item with the left mouse button while holding down the shift key - before calling on Snapshot. (Under Workbench 2.0 you can select a group by making a box around them, or using the select all option.)

### Preferences

Double-click the Preference icon (or drawer under 2.0) to invoke this program. Most of the options are well de-

scribed in the manual, but a few features are worth noting.

The first time you use the system, be sure to select the Change Printer and set up the type of printer you are using. Click on the Save button when you're finished to make this change permanent. (Remember that all customising of your computer environment should be done on a copy of your original disks, unless you are using a hard disk of course.)

It's fun to customise the mouse pointer. While in Preferences, click Edit Pointer and draw your own. Maybe you'd like to add your initials to the tail of the pointer or to draw a personalised icon. Remember that the pointer has a hotspot - the actual place on the pointer where action takes place - which you can place by using the Set Point box.

Try to pick a logical place for this, so that the user (you) won't be confused while using this pointer. Let's see ... the

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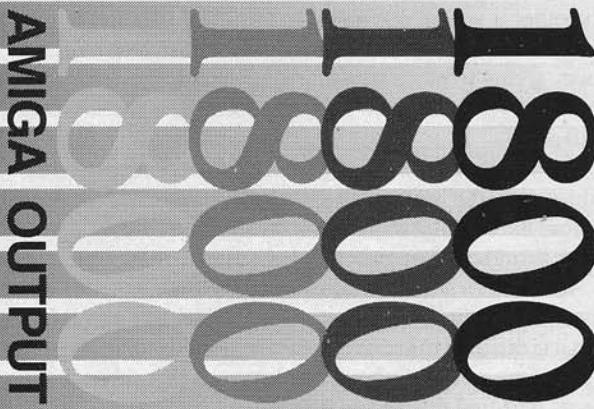
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tip of a finger, the nose of an aeroplane, the bullseye of a target.

### Info

If you select an icon, and then choose Info on the Workbench menu, you'll get a lot of information pertaining to the file or device that the icon represents. There are five types of icons, and the information you get is related to the type. The types are as follows:

**Disk:** These are the physical disks that you put into a drive. The RAM: device icon (named "RAM DISK" by default), if it has been mounted, is also treated a disk. When you select Info on a disk, you get the disk's name, its capacity, and how much disk space is currently being used.

**Drawer:** You might think of a drawer as a filing cabinet. It may contain a number of things (including, perhaps,

other drawers). A drawer is usually called a subdirectory in other tongues of computerese.

**Trashcan:** A special type of drawer. It can contain things, but this drawer has special responsibilities (as mentioned above).

**Tool:** A tool is what we would call a program. So when we double-click a tool, we run a program.

**Project:** This is data to be used by a Tool. In the case of Amiga Basic, for example, the program you write is considered by the interpreter to be data. The program you write is the Project and the Amiga Basic interpreter is the Tool.

Projects are especially interesting, because they may be attached to certain tools. When you double-click a tool icon, the program selected loads and runs. If you double-clicked on a project icon, the computer loads the default tool, starts the program, and then loads

the project file into the program as data. For example, double-clicking a text file causes a word processing program to be called to handle the file.

You can change the default tool entry, and at times you may need to do so. The most common problem is that when you copy a project to a new disk, the name of the default tool is no longer correct. With Info, you can correct it.

### Breaking Free From Workbench

Workbench is good for the casual user who doesn't need to learn any special commands. But to gain more understanding and control out of the Amiga, you'll need to move on to CLI. Keep reading *Australian Commodore* and *Amiga Review* for more articles on this subject.

## Our Apologies!

A new Amiga Products manufacturer,  
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got off to a slow start last month in the 1992 Amiga Annual. We printed the wrong information in the index and their calls went to another company until the error was discovered.

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# Education Column

Stan Nirenburg

## Australian Content

**J**ust to prove me wrong in my contention that there are no Australian developers of educational software, a company by the name of Rush Software has sent in a number of disks with samples of their wares.

This company was set up about a year ago by two Australians - Martin Fitzgibbons, a NSW school teacher and Greg Abernethy, an Amiga programmer. These two saw the lack of decent Australian educational software and did something about it.

Their main aim has not been so much to produce software for the home, but rather software for use in schools. One of the difficulties that they saw with existing arrangements was the difficulty of obtaining reasonably priced site licences to allow packages to be used on many computers at the same time. All of Rush's software is available with a site licence ranging in price from about \$65 to \$195.

Another benefit they provide is software that is relevant to the local Austral-

ian curriculum. And because they are Australian based, they can offer to produce software that is customised to specific requirements - they are very receptive to comments and suggestions for improvements.

In the short time they have been in existence, they have produced the following titles:

Milky Way Cafe - a small business simulation, Kidswrite - a beginner's word processor, Kidspaint - a simple paint package, Endless Story Book - for creative writing, Amitute - a computer based Amiga tutorial, Blowout - a maths platforms-type game, Cosmic Alphabet - a beginner's typing tutor, Convicts of the First Fleet - a convict database, Trade Winds Travellers Down Under Kidcomm - a beginner's communications program, Teacher's Markbook - to keep records of class marks.

All programs have been tested in schools and many have been purchased by schools.

### Cosmic Alphabet

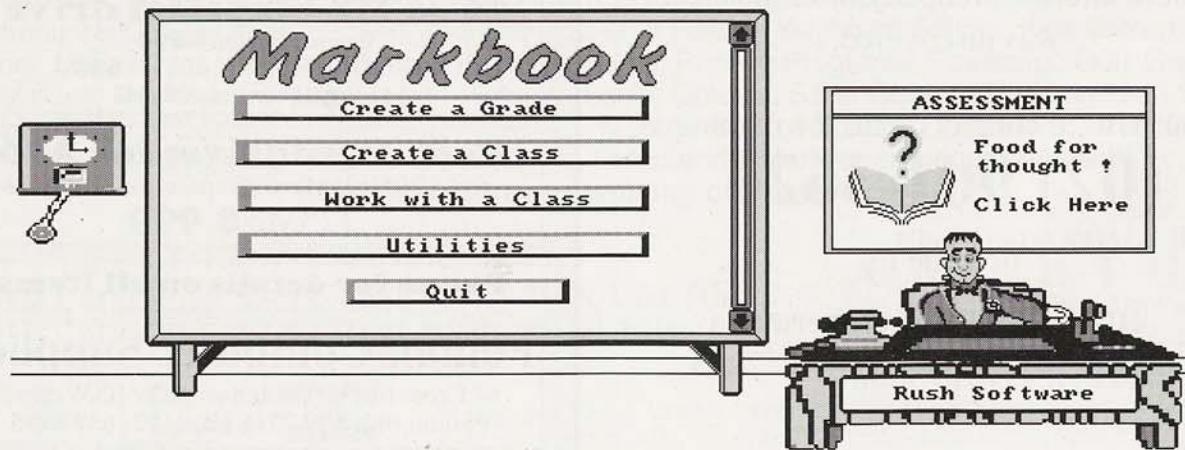
This is a beginner's typing tutor aimed at the lower primary level, but applicable to lower high school. The game starts with a Martian landscape full of craters. Every few seconds, a little green creature pops up holding a card with a letter of the alphabet. The idea is for the student to type that letter and make the creature disappear. As the game progresses, the creatures pop up faster and faster, increasing the difficulty of the exercise. Four levels are available, each one representing a different set of characters on the keyboard.

Colourful graphics combined with a challenging exercise make this a good game (at least, I enjoyed it!).

### Kidspaint

This certainly is not a Deluxe Paint IV beater! In fact, it is similar to quite a number of children's paint packages (At the Zoo, Barney Bear, My Paint), but this program is attractively priced for use in schools. It offers a fixed palette of 22 colours and provides basic tools such as line draw, freehand draw, rectangle and ellipse. In addition it can print and save pictures, and the user can turn on the talk option which will make the Amiga articulate the colour or tool as it is selected. A unique feature of this program is the ability for it to load a "join

Teacher's Markbook



the dots" picture, or a half painted picture, for student completion. It is aimed at children in the fifth or sixth year of school.

### Endless Story Book

This is the simplest of word processors, allowing the user to load, save and print a story. It does not support the most basic of functions such as cut and paste and spell checking. Its main benefit is that it can be used as a creative writing tool aimed at the year four to year seven level.

The software has been designed to allow the teacher to create a database that has the beginnings of stories. For example, the teacher could enter "During the holidays, I..." into the database. The children would then develop the theme into some sort of story about their holiday.

The program also supports the Amiga's voice synthesizer which al-

lows the story to be read out aloud by the computer.

### Blowout

Now this is a hard one. I did not receive the documentation with this game and it took me some time to figure it out. This is a sort of mathematical platforms game, the idea being to guide a man through platforms and ladders to enable him to disarm a bomb using items picked up along the way. Moving the man is achieved by creating mathematical equations using the three numbers provided and arithmetic operators (+, -, etc.). The result of the equation must be a positive or negative integer (whole number), which will cause the hero to advance a number of steps to the right or left.

The graphics are not bad, and the program does teach the concepts of arithmetic and equations. This package is aimed at year four to seven or thereabouts.

### Milky Way Cafe

I really enjoyed this game. Essentially, it is a simulation of a small business located in space. You are given the job of managing a cafe in space, selling only one product, Boggle Thirst Zapper. You need to buy the four ingredients required to make and serve the drink at the prevailing market rate, and to set the price to make a profit.

Every day, you are told how many space ships are arriving, and you can ascertain how many people each ship will hold to allow you to make enough drinks.

You are also in charge of advertising and hiring of staff. If you are lucky (or smart) you should be able to show a profit after one week. (*Sounds suspiciously like the old Lemonade Stand - Ed.*)

This is a very good product, introducing many concepts relating to operating a small business, economics, advertis-

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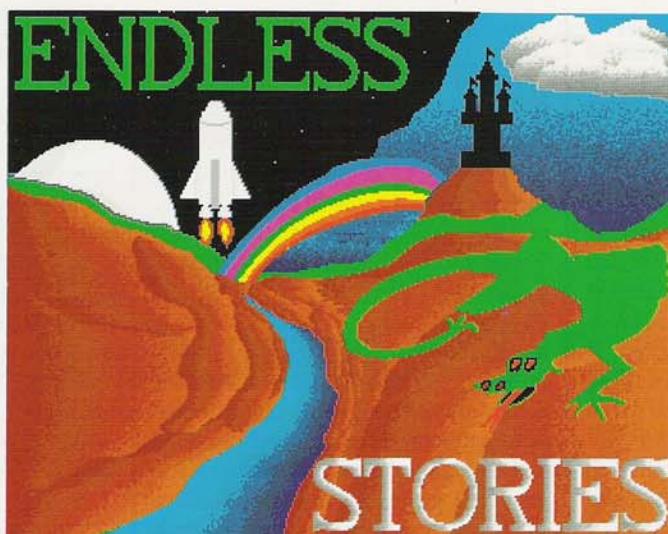
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ing, and basic arithmetic and consumer maths. It also introduces students to the concepts of profit and loss statements and balance sheets. And it is fun to play, with its interesting graphics, and is quite challenging.

The program is aimed at children from upper primary school up to about year ten.

### First Fleet

First Fleet is a database of the first 700 odd convicts to arrive in Australia. The database contains the names of the convicts, their trade, what ship they arrived on, their crimes and sentences, and much more. It allows records to be viewed one at a time or



*Endless Story Book*

may be searched with one of 13 keywords.

An integral part of the software is a collection of 18 worksheets which may

be modified or added to by the teacher. Each worksheet contains a set of problems that require the student to search the database for answers.

The program is designed for use in high school in both history and computing classes, covering aspects of early Australian history, an introduction to databases and general problem solving.

### Teacher's Markbook

Not to leave the teachers out of the action, Rush Software have developed an aid to keeping class records. This database is easy to use, providing buttons for most functions and help menus for when the going gets tough. It is a versatile tool,

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allowing the teacher to record marks for students in a number of classes and for a number of assessment types.

The information in the database can be fully edited by the teacher, and features the ability to record raw or standardised marks, scaling of marks, adding or deleting student records, printing records, viewing and printing rank order and inserting remarks about a class. In addition, information may be exported from *Teacher's Markbook* to a database as an ASCII file.

The only small criticism I have is that the program is a bit slow running from a floppy drive on a standard Amiga. However, the program provides every feature a teacher would need. It has already been successfully used at a number of schools.

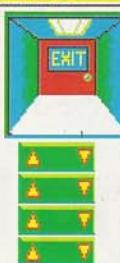
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Starting Balance:	Current Balance:	Expected Arrivals:
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Rusilian Fruit from Jupiter .....	Rusilian Fruit from Jupiter .....	Rusilian Fruit from Jupiter .....
Venusian Marsh Gas .....	Venusian Marsh Gas .....	Venusian Marsh Gas .....
Penter Goblets from Pluto .....	Penter Goblets from Pluto .....	Penter Goblets from Pluto .....

**Boggle Thirst Zapper Ingredients**

1=15	1=2	1=5	1=5
------	-----	-----	-----

Milky Way - small business thriving in space



larly *Cosmic Alphabet* and the *Milky Way Cafe*, I would even suggest are entertaining enough for home use. And most importantly, all software developed by Rush is locally produced for Australian needs and is locally supported. Now all we have to do is convince more schools to purchase Amigas.

If you want to learn more about Rush Software, or you want to buy software or obtain a demonstration disk, they may be contacted at 149 Stafford Street, Gerroa, NSW, 2534 or on (042) 34 2107.

### Conclusion

Generally, the software is of a high standard and quite suitable for classroom use. A couple of the titles, particu-

That's all for this month. If you have any comments, please write to me care of ACAR or to PO Box 136, Forest Hill, Victoria, 3131.

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# AMOS Column

Wayne Johnson

## Making Menus

**C**reating and setting up menus in AMOS can be very frustrating due to the confusing menu detection system. AMOS menus will always be accurate and immediate when selected, but understanding how to detect the selection of an item can be difficult. The manual is very vague on this subject, but fortunately the examples in the manual directory are very clear and well written.

I will be going through the steps to create a small menu-driven paint program. Thanks to the way the AMOS system is designed, we don't have to worry about things like detecting the right mouse and drawing a menu bar, quickly box drawing menus, placing text in them and beginning detection; AMOS takes care of this automatically under interrupt control. All you have to say is where you want your menus and what's to go in them, and put the detection routine in your main loop.

The following program demonstrates the setting up of three menus, detection using the CHOICE command, and the work routines that are triggered. (As usual, indented lines continue on from the last):

```
*****
** Menu Driven 2-Colour *
** Drawing Program      *
*****  
  
'Set up a 2-colour Lowres screen.  
  
Screen Open 0,320,256,2,Lowres  
Flash Off : Curs Off  
Cls 0 : Change Mouse 2  
Colour 1,$FFF  
  
'Set up Menu Bar  
  
Menu$(1)=" Info "  
Menu$(2)=" Tools "
```

```
Menu$(3)=" Misc "  
  
'Set up Menu 1's choices  
'Menu$(1,1)=" About "  
Menu$(1,2)=" Quit "  
  
'Set up Menu 2's choices  
  
Menu$(2,1)=" FreeHand "  
Menu$(2,2)=" Box "  
  
'Set up Menu 3's choices  
  
Menu$(3,1)=" Clear "  
Menu On  
  
Do  
If Choice=-1 and Choice(1)=1 and Choice(2)=1  
Then Gosub DETAILS  
If Choice(1)=1 and Choice(2)=2 Then Edit  
If Choice(1)=2 and Choice(2)=1 and Mouse  
Key=1 Then Plot X Mouse-128,Y Mouse-42  
If Choice(1)=2 and Choice(2)=2 Then Gosub  
BOCKS  
If Choice(1)=3 and Choice(2)=1 Then Cls 0  
'Above are the Choice detection commands  
'for our menu selections.
```

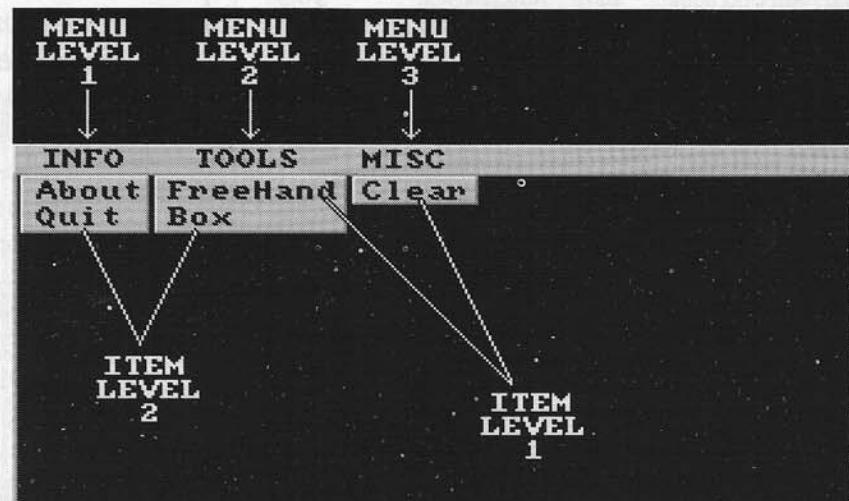
```
Loop  
BOCKS:  
If Mouse Key<>1 Then Return  
X1=X Mouse-128  
Y1=Y Mouse-42  
Plot X1,Y1  
Do  
If Mouse Key=0 Then X2=X Mouse-128 : Y2=Y  
Mouse-42 : Box X1,Y1 To X2,Y2 : Return  
Loop  
'Above is the Box draw routine'  
DETAILS:  
Screen Open 1,640,50,2,Hires : Curs Off  
Screen Display 1,,100,,  
Colour 0,$DD0  
Colour 1,$550  
Text 170,30,"Simple Menu Program. Click to  
continue."  
Do  
If Mouse Key=1 Then Screen Close 1 : Return  
Loop  
'Above is the About Screen routine.
```

Figure 1 best explains the way the Choice command works in relation to the menus.

When you are using the Choice command you must first specify the number of the menu area, one being a menu, two being an actual item from the menu, three being an item from a submenu and so on. Therefore:

```
If Choice(Menu)=AmountAcross  
And Choice(Item)=AmountDown  
Then Goto LABEL  
e.g. If Choice(1)=5 And Choice(2)=2  
Then Goto LABEL
```

Figure 1



This means that if Item number two from the fifth menu along was the last thing selected, then the program will jump to LABEL. One programming concern may arise here. Despite the fact that this menu item was selected once, each time the program reads the line containing your Choice command, it will jump again to LABEL until you select something different. If you want the Item to be selected each time it's needed, add the following into the line: If Choice=-1 And Choice(1)=5 And Choice(2)=2 Then LABEL

Choice on its own is a flag that returns to zero if there is no selection. In that case, if you have just made a selection of the second item in the fifth menu, the flag will equal -1 and will go to LABEL.

### **AMOS News**

Easy AMOS has finally hit the shelves in retail stores across Australia. For

those who haven't heard, Easy AMOS is designed for those having difficulty with AMOS or for complete beginners. The 300 page manual takes you from the most simple of BASIC concepts and turns you into a fluent programmer.

Although Easy AMOS is a cut down version of AMOS, it is not designed as a development tool but rather, the most incredible programming course available on any computer.

The Editor layout is basically the same except that it now contains some incredible features that Francois wanted to incorporate into the original AMOS. The Editor now boasts an icon that brings up an advanced BOB editor, superior to Sprite X.

There is also an icon called TUTOR which invokes the most powerful debugger I have ever personally seen. Say for example you were designing our little menu program we covered earlier; click on the TUTOR icon from the editor, and a compressed version of our

screen will appear in the top left hand quarter of the screen. You can run the program line by line, step by step, or second by second. Each time a command is executed, all variables and parameters are displayed. Meanwhile, our program continues to run a miniature display of our program.

There are many differences between AMOS and Easy AMOS. Because it has been cut down for beginners, there are only 300 commands as opposed to the original 500, no AMAL, no RAMOS compatibility, no sprites (BOBs only), and a few other slight restrictions. All programs written will load happily into AMOS.

Menus really aren't really that hard after all, are they?

If you're still having trouble, check out the other examples in the MANUAL directory on the AMOS Program Disk or as usual, you can contact me (Sausage) on Predators BBS on (02) 60 46644 for 2400 Baud users.

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# You Can CanDo

## Tutorial - Part 4

**This month Greg Abernethy starts us on creating our own Text Editor.**

The Text Editor is created using a DOCUMENT. A document is a CanDo object that will enable you to display a text file, a directory listing, a list of possible choices for a user to choose from or perhaps a help file on a particular topic.

Documents can be set up as an EDITABLE object, such as a text editor or word processor, or a LIST object, such as a requester displaying a directory listing, or as an INFORMATION object, where information is displayed but cannot be edited. A help file would be the most common example of an information object.

On completion of this tutorial you will have created a simple text editor that will enable you to load, save, print and edit any type of ASCII text file. ASCII text files use a standard format that can be read by all types of computer systems. The Document Object allows you to load and save text files in ASCII format.

The Text Editor will be a memory resident application that can be ICONIFIED so that it can run in the background and be called upon whenever needed, simply by clicking on the CLOSE gadget for the window. If you're working on a document and wish to switch to the Workbench you will be able to iconify the TextEditor, and when you return to the Text Editor the document you are working with will be redisplayed.

### Setting the Window Up

First create a window with the following specifications;

#### Dimensions

x = 0 : y = 0

Width = 640 : Height = 200 : Colours = 4

Adjust the height if you wish to have a larger display area for your Text Editor.

#### Objects

Close Gadget : Window Movement  
Gadget : Drag Bar

#### Options

Set the window option to "TRY TO OPEN THE WINDOW ON WORKBENCH"

Set the Window Title to "CanDo Text Editor".

Once the window is created return to the Main Panel and select the "DOCUMENT" button. Click on "Add" and create a Document with the following dimensions.

ORIGIN X = 5 : Y = 12

SIZE Width = 640 : Height = 160

DOCUMENT TYPE = Memo with vertical and horizontal Scroll Bar

This will enable the user to view documents wider or longer than the size of the Document window. Click on "O.K." to return to the Main Panel.

At this stage a Window with a title and a document should be displayed on the screen. Select "Browse" and click in the document to display a cursor, and type some letters. Even at this early stage we have a document that will allow the user to enter information. The next step is to be able to create some tools for loading and saving files.

### Adding Tools

We will create some basic tools for the Text Editor. These Tools are;

1) A NEW Button - This will enable the user to clear the document of any information currently being displayed.

2) A LOAD Button - The user will be able to load any ASCII text file when

this tool is selected.

3) A SAVE Button - The user will be able to save the file currently being displayed in the document when this tool is selected. If the file does not have a filename, a requester will be displayed prompting the user to enter the name of the file to be saved.

4) A SAVE AS Button - The user will be able to save the file currently being displayed in the document with a filename other than the current filename. A requester will be displayed prompting the user to enter the name of the file to be saved.

5) PRINT Button - The current document can be printed when this tool is selected. In next month's tutorial we will create a subdeck to enable the user to verify that he wants to print the document. This will be done by a pop-up requester created in the subdeck.

6) ICONIFY Button - Iconify the TextEditor to enable access to the Workbench and other areas when this tool is selected.

7) QUIT Button - leave the Text Editor.

### Creating The Buttons

The following specifications are for the seven buttons we will create in the bottom part of the Window.

Button Name	Horizontal	Vertical	Type	Border Style
New	18	181	Text	SHADOW

#### THE NEW BUTTON SCRIPT:

WorkWithDocument "Text"; Make sure we clear the correct document

Clear DOCUMENT; Clear the document

SetObjectState "TextEditor",ON ; Set the cursor on in the document

Load 80 181 Text SHADOW

#### THE LOAD BUTTON SCRIPT:

Let File = AskForFileName(TheCurrentDirectory,"

Select FILE to LOAD... ",185,48)

If FileOf(File) = "

ExitScript

ElseIf FileType(File) <> "Unknown"

ExitScript

Else

LoadDocument File,"Text"

MoveCursorTo STARTOF DOCUMENT

SetObjectState "TextEditor",ON

EndIf

SetCurrentDirectory PathOf(File)

Save	158	181	Text	SHADOW
------	-----	-----	------	--------

**THE SAVE BUTTON SCRIPT:**

```
If FileOf(File) = ""
Let File = AskForFileName(TheCurrentDirectory,"Enter
Name of FILE to SAVE... ",185,48)
If FileOf(File) = ""
    ExitScript
Endif
Endif
SaveDocument "Text",File
MoveCursorTo STARTOF DOCUMENT
SetObjectState "TextEditor",ON
SetCurrentDirectory PathOf(File)

Save As 242 181 Text SHADOW
```

**THE SAVE AS BUTTON SCRIPT:**

```
Let File = AskForFileName(TheCurrentDirectory,"Enter
Name of FILE to SAVE... ",185,48)
If FileOf(File) = ""
    ExitScript
Endif
SaveDocument "Text",File
MoveCursorTo STARTOF DOCUMENT
SetObjectState "Text",ON
SetCurrentDirectory PathOf(File)

Print 384 181 Text SHADOW
```

**THE PRINT BUTTON SCRIPT:**

```
SaveDocument "Text","PRT." ; Save the current
document to printer
```

Iconify 158 181 Text SHADOW

**THE ICONIFY BUTTON SCRIPT:**

GotoCard "Iconify"

Quit 570 181 Text SHADOW

**THE QUIT BUTTON SCRIPT:**

Quit ;Leave Text Editor

<Location of requester> Set the X and Y coordinates of the requester.

A full example will read as;

Let File = AskForFileName("df0:TextFiles","Enter name of FILE to
SAVE... ",10,10)

This command provides the programmer with a very powerful command for receiving user input.

If the user selects "Cancel" or does not enter a filename and then selects "OK" the requester will return a NULL STRING (""). If this is returned then we exit the script to prevent any errors.

Next, we must check to see if the user has selected the correct type of file. An error can occur if the user selects a file format other than ASCII. Currently with CanDo the only check available is to determine if the file has an unknown format, as the file will most probably be a text file. This is ascertained using the FileType function. It returns the FileType of the filename contained in brackets.

*continued on page 36*

## New Commands

CanDo has a command to enable the programmer to obtain information from the user. This is achieved by using the command ASKFORFILENAME.

The correct syntax for this command is;

AskForFileName(<Directory>,<A prompt message>,<location of requester>)  
<Directory> is set by the programmer e.g. "df0:Textfiles"

<Prompt message> a message prompting the user to enter the required information in the requester. e.g. "Enter name of FILE to SAVE.."

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### ***Amiga has simply taken off!***

This is good news, not just for Commodore. As a result of an ever expanding user base, more developers in both software and hardware see that Amiga is here to stay and therefore commit to provide better software and hardware to the benefit of Amiga and all users.

Amiga graphics and multitasking capabilities are just part of the reason for this growth. The real reason is that it is the easiest and most adaptable Computer around. Amiga has found its way into just about all areas of human applications, research, education, science, video, music, animation, business, desktop publishing, art etc etc. The list goes on.

Amiga has whetted our appetite for creative expression and it shows in numbers that are enviable to the competition.

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e.g. FileType("df0:TextFiles/MyFile")

If the file type is correct, the file is then loaded and displayed in the document.

Lastly the current directory is set as the location from which the file was loaded. This is done using the PathOf function. For example, if a file has a filename of "df0:TextFiles/MyFile" the function PathOf("df0:TextFiles/MyFile") will return "df0:TextFiles/". This is useful as there is nothing more annoying than continually changing directories in a file requester to load and save files.

In the SAVE script if the file has no filename, the user is prompted to enter a filename before the file is saved.

Currently the PRINT button has no error checking for problems such as the printer not being on-line or no paper. This will be rectified in the next tutorial.

## Creating the Iconified Window

Once you have created the buttons, you are ready for the last part of the program, the creation of the ICONIFIED WINDOW.

The easiest way to create an iconified window is to add a new card, and give it the characteristics of a small window on the Workbench with a Close Gadget that, when selected, will return to the Text Editor Card.

Return to the Main Panel and Click

on the "Card" Button. Select "Add" to create a new Card. Enter "Iconify" as the name of the Card. Return to the Main Panel, and click on the "Window" button to set the characteristics for the window which appear below.

WINDOW NAME X Y Width Height  
<- Click for Editor 380 0 260 12

Click on the "CloseButton" script button and enter the following script in the editor;

GotoCard "Editor" ; return to the Text Editor Window

Click on "OK" and return to the Main Panel.

Save your program and then test it in "Browse" mode for any errors.

You have now created a fully workable Text Editor where you can load, edit, save and print a Text File. This program could be useful for viewing mail downloaded from a BBS, or editing your startup-sequence, or perhaps writing a quick letter. As yet there are no features for deleting lines or blocks of text, or inserting other text files in the current document. These features will be added in future tutorials.

## Hints and Tips

When using the AskForFileName Function on a low resolution screen (320 x 256) always ensure that the requester coordinates are set to 0,0. I accidentally changed the coordinates in one application I was designing. When CanDo tried to display the requester it was unable to,

and displayed an out of memory error.

When designing screens for applications, use Deluxe Paint to design your layouts and overlay blank buttons, fields and documents. I have found this speeds up display times as CanDo does not have to draw the outlines, it only needs to load the picture, and then setup its object locations, which is invisible to the user.

If you are designing databases to run on one megabyte machines, exercise caution when setting the maximum number of records. I created a database of 700 records with 13 fields in each. The size of the database file was approximately 200 kilobytes but when loaded into my application, swelled to 400 kilobytes. I can only assume that CanDo requires an equal amount of memory to handle the database management.

## Coming Soon ...

Next month, we will continue with the Text Editor. I will introduce the concept of the SubDeck and how they are easy to create and invaluable for use in all types of applications. Write to me, c/- Australian Commodore and Amiga Review, with problems, ideas for programs, or programs you have designed using CanDo. I would be very interested to hear from anyone who has designed an interesting program, as I could include information on it in this column. Meanwhile, have fun with the Text Editor.

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## Show Guide

### New products \* People To Meet \* Don't Miss These

*Hidden away in every computer show are a few real gems - new products which must not be missed for anything! So, here's our showstopper predictions. Make sure you stop by and check out these beauties.*

#### A570 CD-ROM Drive

CDTV functionality for your A500 has arrived. Play CDTV, CDXL, CD's, but not CD+G discs. No official news on price yet. See it at the Commodore stand, at the rear of the exhibition area.

#### OpalVision

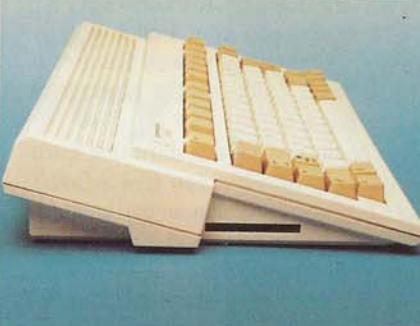
A full 24-bit frame buffer, with a truly brilliant paint package for under \$1000. Opal Technology will be taking orders at the show. The unit should ship within the following month. Truly a breakthrough in price/performance. Australian ingenuity at its best - see it on stand 300.

#### A530 Turbo

Take your standard GVP Series II A500-HD8 and throw in a 68EC030 CPU running at a massive 40Mhz, and you have one of the most astounding ways of upgrading your Amiga 500 around. Aptly named, the Turbo is a must see on the GVP stand 432.

#### A600 - The New Amiga!

New, tiny, cute, and cheap, at under \$1000 with a built in hard drive. Check out the new expansion port, Workbench 2.05 and more. Some retail outlets will be selling A600's at the show. See the Commodore stand for a hands on demo.



#### The Answer

GSoft's Amiga-based answering machine with potential for interactive calls, fax switching and much more. A great box of tricks and a real replacement for the old tape based machines. Stand 201.

#### Amiga Stop Frame Controller

A slick package for stop frame animation control. Now you can drop your 24-bit anims to tape quickly and cheaply. Panasonic will soon be shipping an S-VHS frame accurate deck for under \$5,000. Add around \$1,000 for this little package, and you're in serious animation business. Stand 503.

#### Scala 2.0

Easily the best presentation package around, *Scala 2.0* takes this leading program way ahead of its rivals with the addition of sound, 24-bit support and many new transitions. Lots of new features. Good for everything from presentation graphics to interactive information booths, animation and video production and more. Stand 421.

#### QuickNet

A cost effective solution to Amiga networking. A fast, Workbench 2.0 compatible system offering resource sharing (peer to peer) to markets in desperate need of this kind of hardware. A must see for anyone interested in the Amiga in the office or classroom. Stand 113.

#### Excellence 3.0

Still one of the most powerful word processors around. *Excellence 3.0* adds many new features (although still a bit short in the graphics department). See it at Hard Disk Cafe stand 331 or Harvey Norman stand 106.

NOTE: Information in this Guide was correct at time of going to press

# Free Seminars

*After last year's runaway success, World of Commodore wouldn't be complete without those wonderful free seminars. Here's who you can expect to see this year.*

## **Opalvision and 24 Bit Graphics**

Gary Rayner, a young man who has literally "grown up" with computers, designed his own 24-bit display and went on to help form a new company - Opalvision - and a suite of hardware add-ons for the Amiga which turn it into one of the most powerful video processing systems available anywhere. Opalvision is making its debut at the World of Commodore, and is certain to more than turn a few heads.

With an Amiga computer and Opalvision hardware worth around \$5000, television studios, production houses, advertising agencies and other "power" graphics users can have the equivalent of a graphics/paint system which cost many times more.

Gary will conduct two seminars at the World of Commodore. One will concentrate on the power and performance of the Opalvision system itself, while the second seminar, available for the professional, will look at the future directions of Amiga 24 bit graphics.

## **Understanding Desktop Publishing**

Acknowledged as a leader in Amiga desktop publishing, Andrew Farrell will be presenting seminars entitled "Understanding Desktop Publishing." A 20 minute seminar, using Amiga-created video support slides, covers desktop publishing concepts, basic design principles, available software and a demonstration of how to create a newsletter from scratch.

The concluding five minutes will cover a handout on getting from concept to film, including the use of output bureaus. A display of Amiga desktop published work will be included, with examples of posters, magazines, advertisements, newsletters and brochures.

## **The Miracle Piano Teaching System**

The Miracle Piano Teaching System is a MIDI compatible, touch sensitive keyboard and software package designed to take an absolute beginner to an intermediate standard. Conducted by Marilyn Anderson, National Product Manager for Music Software at Mindscape International (distributors of The Miracle Piano Teaching System), the seminar shows how easy it is to work through your first lesson, as well as the more advanced features of the system (such as the eight track recording studio.)

The musical games show that learning can be fun! Marilyn's background as a keyboard player in several bands, as well as in the film and TV industry, makes her the ideal presenter of a seminar on Piano. She also has extensive experience in computer-generated music and music sequencing programs.

## **Bars & Pipes Professional**

*Bars & Pipes Professional* is an unlimited track sequencing program for

the Commodore Amiga computer, designed for the musician. This seminar demonstrates *Bars & Pipes'* capabilities, and is intended for musicians or songwriters who want to transform the song in their head into music. Some knowledge of music is assumed.

Presented by Marilyn Anderson (who is also presenting the Miracle Piano seminars), this will cover recording and editing features as well as use of the various tools and accessories in *Bars & Pipes* to enhance your composition.

*Bars & Pipes* contains a variety of tools enabling chords, counterpoint and effects to be added with ease. Real time mixing, and printing of notation or a chord and lyric chart can be accomplished.

## **Introduction to Amiga**

Fred Muraca, a former teacher, will present this seminar designed to show non-computer users and novice computer users some of the extensive capabilities of the Commodore Amiga.

Fred will be using the brand new Amiga 600 (making its Australian debut at the show) to demonstrate how the Amiga can be used as a productivity tool at home.

He'll be covering areas such as entertainment and education software, word processing, using the Amiga in the MS-DOS environment (including such things as file transfer and emulation), spreadsheet/database applications, and an area where the Amiga really shines, graphics and animation for the home video enthusiast. If time permits, he will also introduce digitising (capturing images from a video camera).



Fred Muraca has taught information technology, media studies and biology at High School, Computer Aided Art and Design at TAFE, and along with running a video production business (using Amigas for titling and animation) is also a part time Education Consultant for Commodore.

### **Security - via the Amiga**

Ian Twaddle is a security expert with experience and knowledge ranging from security for missile ranges through to arranging and monitoring domestic security systems. His company, Sidat Security Pty Ltd, uses the Commodore Amiga computer exclusively in the research and development and service of security systems. Sidat Security's system monitors properties valued at more than two billion dollars, ranging from home security through to large, prestigious buildings.

Part of the success of the company comes from Ian's ability to research each client's individual requirements, and then customise the security system to suit. Ian's seminars at the World of Commodore will concentrate on the very latest in security applications using the Amiga as the master controller.

### **Education and Multimedia**

Carolyn Whan has been involved in teaching visual arts and computers in education at Ulladulla High School. Her students were involved in the World Conference on Computers in Education (July 1990) and the Designers-in-Residence program, funded by NSW Department of School Education and the Australian Council.

She has taught for 14 years, worked as a curriculum consultant K-12, and is currently studying for her PhD in interactive multimedia with Wollongong University. Her booklet *What are you doing with your Amigas?* has been used by many art teachers in NSW schools and is distributed by PressOz Computer Services, PO Box 6, Milton NSW 2598.

## **Schedule of Seminars**

**Rating: (1) Standard to (5) Professional.**

**Timing: 20 minutes presentation,**

**10 minutes questions & answers.**

### **Friday - 3rd July 1992**

*	10.30am	Miracle - Marilyn - Mindscape	Room 1
**	11.00am	Understanding DTP - Andrew Farrell	Room 2
***	12.30pm	GVP - Products	Room 1
*	1.00pm	Introduction to Amiga - Fred Muraca - including putting your Amiga to work in the home and adding titles and graphics to videos	Room 2
****	2.00pm	What is Opalvision - Gary Rayner	Room 1
****	3.00pm	Bars and Pipes - Mindscape - Marilyn	Room 2
***	4.00pm	Security - Sidat	Room 1

### **Saturday - 4th July 1992**

*	11.00am	Introduction to Amiga - Fred Muraca - including putting your Amiga to work in the home and adding titles and graphics to videos	Room 1
**	12.00pm	Understanding DTP - Andrew Farrell	Room 2
*	1.00pm	Miracle - Marilyn - Mindscape	Room 1
***	2.00pm	GVP - Products	Room 2
***	3.00pm	Education / Multimedia - Carolyn Whan	Room 1
****	4.00pm	Bars and Pipes - Mindscape - Marilyn	Room 2
***	4.00pm	Security - Sidat	Room 1

### **Sunday - 5th July 1992**

*	10.30am	Introduction to Amiga - Fred Muraca - including putting your Amiga to work in the home and adding titles and graphics to videos	Room 2
***	11.30am	GVP - Products	Room 1
*	12.30pm	The Miracle - Mindscape - Marilyn	Room 2
*****	1.30pm	The Future Directions in Amiga 24 bit Graphics - Gary Rayner	Room 1
***	2.45pm	Education / Multimedia - Carolyn Whan	Room 2
****	3.45pm	Bars and Pipes - Mindscape - Marilyn	Room 1
**	4.45pm	Understanding DTP - Andrew Farrell	Room 2

*NOTE: Information in this Guide was correct at time of going to press*

# Exhibitor Directory

<b>Allen Computer Supplies</b>	<b>Stand No. 415</b>	the name is new, but some of the products have been around for a while. Launched at WOC will be QuickNet; a complete Amiga based peer to peer networking solution. Other products include: Chip RAM Accelerator, 24-bit graphics board with add-on framegrabber, deinterlacer, TBC, and lots more. 5 Killara Close, Kilabana Bay, NSW 2283.	<b>East Coast Amiga User Group</b>	<b>Stand No. 515</b>
Australian division of official AMOS Club, Deju Vu Licenceware and large PD Library. 432 Dorset Rd, Croydon Vic 3136. Tel (03) 726 3379, fax (03) 723 1780		Tel (02) 901 3624, Fax (02) 901 3624	<b>Ergo</b>	<b>Stand No. 226</b>
<b>Amazing Computing</b>	<b>Stand No. 417</b>	<b>Commodore Hornsby User Group</b>	<b>Stand No. 517</b>	<b>Everett Worthington</b>
A serious Amiga magazine, published in the USA. They produce a weighty Amiga product guide which is a valuable resource for professionals and developers. PO Box 869, Fall River, MA 02722. Tel (508) 678 4200, fax (508) 675 6002.		<b>C.P.A.</b>	<b>Stand No. 503</b>	Computer furniture
<b>Amiga Burwood User Group</b>	<b>Stand No. 523</b>	<b>Domark</b>	<b>Stand No. 208</b>	<b>Fonhof Computer Supplies</b>
<b>Amiga Connection BBS</b>	<b>Stand No. 525</b>	Trivial Pursuit, CDTV version, and World Cup Rugby.		<b>Stand No. 512</b>
<b>Australian Amiga Users Association</b>	<b>Stand No. 509</b>	<b>Dymocks</b>	<b>Stand No. 227</b>	Golden Gate 286SX Bridgeboard for the A2000 and the AT once-Plus 268 Emulator for the A500. Fonhof also sell hard drives, memory and floptical drives.
<b>Black Knight</b>	<b>Stand No. 113</b>			64 Cross St, Baulkham Hill NSW 2153. Tel (02) 639 7718, Fax (02) 639 5995.
Australian based manufacturer and importer -				<b>Fordray Pty Ltd</b>
				<b>Stand No. 508</b>
				Neriki Genlocks, professional video peripherals - Australian designed and built. Look for the S-VHS professional model.
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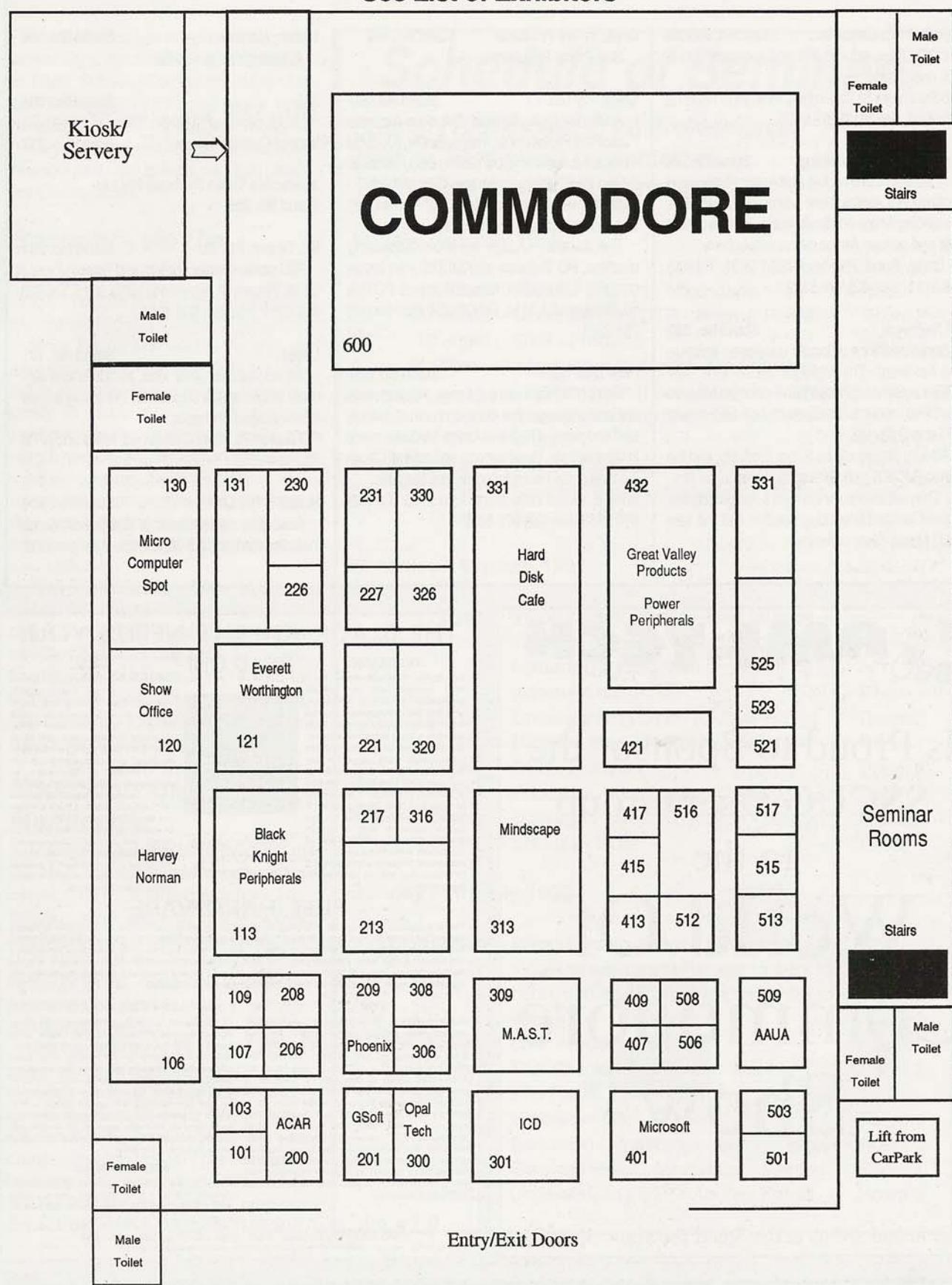
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# World of Commodore Show Map

See List of Exhibitors



**Free Spirit Software Inc.** Stand No. 306/308

CDTV titles, educational and entertainment titles, and utilities.

720 Sycamore St, Columbus, IN 47201. Tel (812) 376 9964, Fax (812) 376 9970.

**Gareth Powell Publishing** Stand No. 200

*Australian Commodore and Amiga Review* and *Professional Amiga User Magazine*, Australia's two leading Amiga publications aimed at the casual user and serious Amiga owner respectively.

21 Darley Road, Randwick NSW 2031. Tel (02) 398 5111, Fax (02) 398 5322.

**GP Software** Stand No. 320

Demonstrations of locally developed software and hardware. The highlight will be their new GPFax software. Special WOC price on Maestro Fax/Drive modems bundled with both GPFax and GPTerm Software.

Also on display will be Supra products, and the Canon BJC800 with GP's specialised printer drivers. They will also show the Hydra-AmigaNet peer to peer Amiga networking solution and the new OXXI Novell client software.

**Great Valley Products**

See Power Peripherals.

**GSoft Pty Ltd**

Stand No. 201  
Audio Engineer, floptical disk drive systems, TurboPrint Professional, Image-Finder, AX-RAM 4 memory boards - support 2 Meg Chip Ram AND 2 Meg FAST RAM for Amiga A500, AX-2000 - Australian made plug-in 2 Meg CHIP RAM expansion system for A2000 and A500.

The Answer - Amiga telephone answering machine. HC Software and SIDRIS - an image mapping & recognition research project. PO Box 59, Elizabeth SA 5114. Tel (08) 254 2261 fax (08) 254 2261.

**Hard Disk Cafe**

Stand No. 331  
One of Sydney's leading Amiga resellers, with an excellent range of products on the shelf, friendly staff and plenty of high end Amiga hardware ready to demonstrate. Good service, and advice! Check out their show prices for some real bargains. Shop 6, Akuna Lane Mona Vale 2103. Tel (02) 979 5833, Fax (02) 979 6629.

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**ICD**

Stand No. 301  
AdRAM, AdIDE, AdSpeed, AdSCSI, Novia 201

**Impact Camera House**

Stand No. 106

**Interactive Video Systems Pty Ltd**

Stand No. 206

**IPL Datron Pty Ltd**

Stand No. 231

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63-85 Victoria St, Alexandria NSW 2015. Tel (02) 698 8211, Fax (02) 698 4043.

**Letrix**

Stand No. 103  
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### TOP CHIP

Top Chip puts your A500/A2000 on the road to A3000 graphics power & if you later upgrade to The Fast Lane it will take you over the top. TC is a 2Mb Chip RAM expander for your A500 or A2000. The minuscule unit (2.5" x 1.7") fits all versions of the A500/A2000 tested to date, and is physically & electrically compatible with KickMagic. TC plugs in with no need to cut traces or solder wires. TC is software switchable between 0.5, 1 & 2Mb of Chip RAM. TC comes with 2Mb on board. Most importantly, TC uses a new innovative DRAM technology that is used on The Fast Lane (Chip RAM accelerator). Please note that competing products do not use these devices, so if you're thinking of Fast later, think TC now. Price \$329. 2Mb Agnus chip extra \$75. Call for availability.

### CRYSTAL SOUND

Crystal Sound is a high performance 8 bit sound digitiser designed specifically for high quality audio sampling. With the right input signal, it will provide the best results possible on the Amiga's 8 bit audio system. Twin ultrafast low noise AD converters sample at up to 70kHz in stereo, with a signal to noise ratio of 48dB. Conversions are crystal locked for jitter free sampling, with on-chip sample & hold circuits for low distortion. CS has double pole active audio filters on all inputs, separate left & right gain controls, separate left & right mic + line inputs, and printer pass-thru. Price \$149.

### MIDI EXPRESS

Midi Express is a compact, low cost MIDI interface. Featuring 4 outs, 1 in & 1 thru, ME also has serial port pass-thru. What else do you want for \$99 bucks?

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PO Box 197, Toronto NSW 2283 - Tel/Fax: (02) 901 3624  
Registered Trademarks of relevant companies are acknowledged

All locally designed and produced. 8 Shepherd St, Chippendale, NSW 2008. Tel (02) 281 7411, Fax (02) 202 7411

**Matrix** Stand No. 213

Amiga peripherals, notably the Roctec range. Rocgen and Rocgen Plus genlocks, and Rockey, a low cost chromakey device. Also hard disks, 3.5" drives and the Video Crisper, an RGB enhancer

**Megadisk** Stand No. 316

Australia's premier magazine-on-a-disk. A bi-monthly compendium of articles from Amiga users, along with a smattering of public domain software.

1/11A Dochat Ave, North Sydney 2060. Tel (02) 959 3692 Fax (02) 959 3525.

**Micro Computer Spot** Stand No. 130

Sydney's largest chain of Amiga stores, no doubt offering visitors some bargains from Computer Spot's buying power. Tel (02) 638 2288, fax (02) 638 8783.

**Microsoft** Stand No. 401  
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**Mandscape**

Importers of entertainment products along with the popular Miracle Keyboard. Products from the Blue Ribbon Software Bakery, including *Bars and Pipes Professional* and *Super Jam*. Look for demonstrations at the show, and a release of *Bars and Pipes* for use with the Miracle.

5-6 Gladstone Rd, Castle Hill NSW 2154. Tel (02) 899 2277 Fax (02) 899 2348.

**MSAS Cargo International** Stand No. 109

86 Bourke Road, Alexandria, NSW 2015. Tel (02) 930 5602, Fax (02) 930 5602.

**New Horizons Software** Stand No. 330

A long time publisher of Amiga productivity titles including *ProWrite*, New Horizons acquired Central Coast Software to enhance their range with a number of utilities such as the popular *Quarter-Back* program for archiving hard drives. 206 Wild Basin Rd, Austin, TX 78746. Tel (512) 328 6650, Fax (512) 328 1925.

**Opal Technology** Stand No. 300

World of Commodore will see the launch of OpalVision, a new locally designed 24-bit frame

**Stand No. 313**

buffer which is expandable to include frame grabbing and digital video effects. The board comes complete with a brilliant paint package called *Opal Paint*. You should be able to see some amazing 24-bit slide shows on the Opal Technology stand.

The board's designer, Gary Rayner, will also be conducting a seminar on 24-bit technology.

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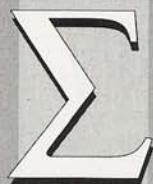
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<b>Phoenix Microtechnologies</b>	<b>Stand No. 209</b>	their product, including an entry level package for video titling. 1801 Robert Fulton Drive, Ste. 400, Reston VA 22091. Tel (703) 709 8043, Fax (703) 709 0208.	<b>Tuggerah Lakes Commodore User Group</b>	<b>Stand No. 513</b>
<b>Playcorp</b>	<b>Stand No. 131</b>		<b>Tupsoft</b>	<b>Stand No. 506</b>
<b>Power Peripherals</b>	<b>Stand No. 432</b>	Distributors of GVP products, they will be demonstrating new hardware items including the A500 Turbo, PVA card, A2000/040 and a new faster entry level 030 card. (See Notepad in this issue.) 1st Floor, 257 Hawthorn Rd, Caulfield North 3161. Tel (03) 532 8553, Fax (03) 532 8556.	PowerPacker Professional 4.0 compression program, kill Da Virus, connector for Sharp Organiser to Amiga.	
<b>Don Quixote Software</b>	<b>Stand No. 107</b>		<b>Unitech Electronics Pty Ltd</b>	<b>Stand No. 326</b>
<b>Rombo</b>	<b>Stand No. 407</b>	A new product range for Amiga and IBM PC/AT: Media Pro Plus, a real time colour capture card, Vidi PC24, Take 2 and Megamix Master. 2 Baird Rd, Kirkton Campus, Livingston EH 547. Tel 0506 466601, fax 0506 414634.	Best known for their multi-kickstart ROM board, Unitech also produce various hardware add ons, including assorted adapters and cables. 8B Tummel Place, St Andrews NSW. Tel (02) 820 3555, Fax (02) 603 8685.	
<b>Scala Inc.</b>	<b>Stand No. 421</b>	Release 2.0 of Scala, a very powerful presentation graphics and multimedia package, will be launched at the World of Commodore Show. Scala will also be launching several other versions of	<b>Webster &amp; Associates</b>	<b>Stand No. 501</b>
			Training programs	
			<b>W.V.H.</b>	<b>Stand No. 506</b>
			A locally manufactured and designed colour splitter design for digitising colour still video images. 21 May St, St Peters NSW 2044. Tel (02) 565 1187, Fax (02) 565 1187.	

## AMIGA SHOW SPECIALS

Although we aren't at The Commodore Amiga Show this year, we can offer you these great specials. ONLY during July and ONLY while stocks last!!

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# HOT PD

by Daniel Rutter

Hello and welcome to another venture into the wonderful world of public domain free yet legal software. This month we review a compilation of more serious programs.

This is the long-awaited Super Workbench III (SW3), extraordinarily enough the third in the series and the last which will expressly support Workbench 1.x. I've said it before and I'll say it again - Workbench 2 is as important an upgrade as the extra half meg or external drive, and saves just as much pain.

In any case, SW3 contains an assortment of nice stuff for everyone out there who's always suspected there's more to life than games but has never really been able to work out where to start in the serious end of the business. It's easy to use, fully documented and contains lots of things which even total beginners can get some use out of. Namely:

- Arq, the Requester Enhancer - Even the WB2 requesters are still pretty tedious. Arq gives you big beautiful animated requesters, with a different animation for each sort of request to help you figure out what the heck's going on. Everyone who sees this program falls in love with it.

- AutoCLI - The indispensable everything-utility. Gives you function keys, mouse acceleration, a gorgeous screen blaniker, SunMouse, window and screen cycling, PopCLI functions and heaps more. Another must have.

- AWP - A cute little hack to animate your wait pointer so it's a clock whose hands go round. Utterly pointless but pretty.

- Browser - The directory utility for human beings. Allows you to view easily the contents of directories and devices, whether or not they have icons, and easily copy them, delete them, move them about and perform other operations. All simple and window based.

- KenIcons - A huge collection

of neat little icons to give your workbench that professional look. Have you noticed how Macs and Windows PCs use small, functional icons? Is it really surprising that users of such machines take one look at the fairground that the Amiga screen so often resembles and bust their britches laughing? Face it, if you're running an Amiga on a standard 1084 clone monitor you need all the screen space you can get, and icons the size of the Queen Mary take it up fast. Reduce the clutter today!

- IconTools II - A suite of tools to allow you to change the default tool of any number of project icons simultaneously; set icons to "float" in a window instead of being nailed to set positions and vanishing from sight when the window is resized; swap the colours of WB1.x icons to fit in with the new colour scheme in WB2; and replace the icon images of any number of icons with one specified image.

- IFF - A really, REALLY tiny IFF picture viewer. That's all it does, but at a total size of about 2.5 kilobytes, who's complaining?

- IntuiTracker - A simple program to play SoundTracker modules in the background while you use Workbench. One module is included for your delectation. You'll notice that IntuiTracker hardly slows the system down at all - for IBM

users to do the same thing they need to spend hundreds on a sound card, and the player paralyses the whole machine!

- MakeIcons - A particularly useful program which browses through specified directories or devices and automatically creates icons for projects, tools and drawers. Configurable, flexible, will use any icons as its defaults; a boon for Workbench-using hard disk owners with cryptic drawers full of invisible bits and bobs.

- MKSLens - A fast "lens" program, which magnifies whichever bit of the screen your pointer is over. Useful for perfect icon alignment, examining how a nifty bit of graphics was done (it will happily skip screens to other programs, but I'd advise saving everything first!), or just mucking about by flicking the cursor into the middle of the magnify window and watching Feedback City.

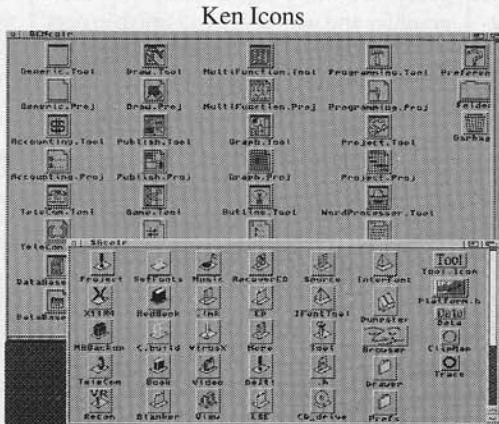
- NoCare - A little patch which sets the NoCareRefresh tag for all windows. This makes 'em work faster, basically. Simple and effective.

- ParM - A Parameterable Menu for Workbench or CLI with which you can easily kick off other programs. Saves remembering 150 function keys.

- PCMenu - Lets you use your menus via keyboard, like Windows users. Darned if I know why you'd want to, but there it is.

- PictSaver - Another really neat utility, this time to easily save screens, windows or chunks out of either or both. Easy to use, quick and simple, once again.

- PowerSnap - Lets you easily highlight text - anywhere - and paste it onto your documents or CLI command line with the press of a button. Saves laborious typing of something you've already read three times elsewhere - also comes in handy for modem users, snatching bits off the screen or noting files to download.



- PRFont - Shows all the fonts in your system, one by one. Great for hard disk users with hundreds of the blighters.

- RMBShift - Makes the right mouse button behave just like the shift key from Workbench's point of view. Result - easy extended selection!

Not a bad little lot, eh? So what are you waiting for - grab the phone and order it! Available from Prime Artifax (02) 879 7455 for Sydney readers or (008) 252 879 for everyone else - a free call by the way.

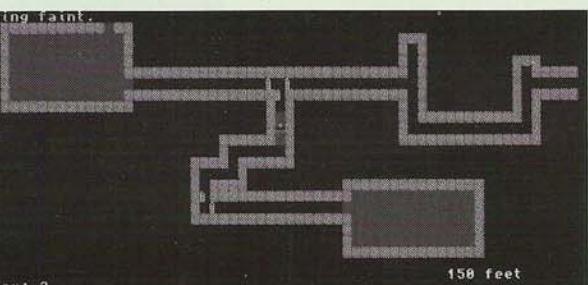
## PD Games?

What, I hear you cry, has happened on the PD games front? Well, I have been highly delighted to take delivery via my trusty modem of the latest and nicest version of Moria for the Amiga. What, you ask, is that? To explain, I must give you a little history lesson.

In the beginning - by "beginning" I mean the early '70s - were the mainframe programmers. Now, these chaps had machines which even by today's standards were fairly large. They also had active imaginations. So in their spare time - or, more often, when they were meant to be working - they devoted their considerable intellects to the creation of games which did not rely on spectacular graphics or nice sound for their appeal.

This was because the mainframes then had very close to nothing in either of these departments. The resulting games were of two basic genres, named after their originators - Colossal Cave, the original adventure game, which need not concern us here, and Rogue, the original, well, Rogue game.

In Rogue type games you play a single intrepid adventurer who must hack, slash, spellcast and otherwise terminate his or her way down into the



Moria

bowels of the earth, therein to find the usual Big Toothy Evil Thing, kick its scaly rear and return to the adulation of the multitudes.

The basic idea is that there are lots of weapons, lots of types of armour, lots of spells, lots of magic items, lots of different sorts of character to be and, needless to say, lots and lots and lots of slithery, stomping, poisonous, blubbery or just plain bad mannered beasties eager to discover what your insides look like.

These games don't tickle everyone's fancy, but if you take the time to get into them I can tell you you'll be transfixed for months.

On one of the smaller games of this sort, Hack Lite, I managed to play for nearly a year, and eventually wrote a guidebook which ran to nearly 10,000 words; and that was just a little one! All Rogue clones are instantly distinguishable - they never have sound, may not even use graphics (sticking to ASCII characters instead - if graphics are used, they'll be tiny, to fit as much on as possible), and always have many, many little interesting features.

On the Amiga, there are four distinct Rogue type games. The simplest, and the best to use as an introduction to the genre, is Larn, a golden oldie with cute graphics and which you can finish in one sitting - but it'll still take you the thick end of four hours!

Next up on the ladder are the two middle-weights, NetHack (bigger cousin of Hack Lite, above), which uses coloured ASCII graphics but is none the worse for it, and Moria, of which more in a moment. At the top of the

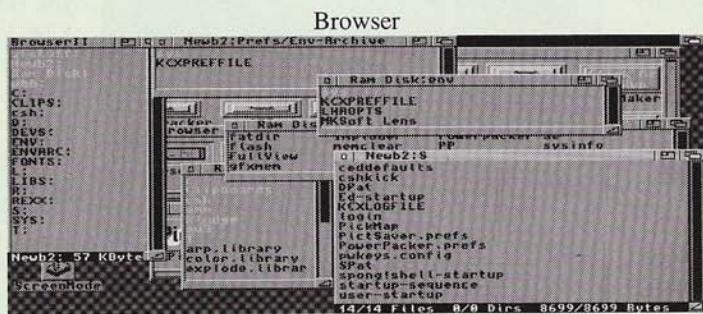
heap is the utterly titanic Omega, which demands more than a megabyte of RAM and really needs a hard drive. The latest Amiga port of Omega, 1.61, is magnificent, but daunting for the new player.

What has me so pleased about this latest port of Moria is that it's been done by a different chap to the last version, imaginatively titled Amiga Moria. That one I actually finished (and it only took nine months!), but I was greatly chagrined by the authors' apparent belief that a game is made more fun by the introduction of mega-monsters like the Bigger Blue Icky Thing, about which I assure you the funniest thing was the name. These delectable critters not only bred like wildfire, but moved like greased lightning, could poison you, stole anything not nailed to the floor and appeared to have cast iron skin.

By way of compensation, the Amiga Moria authors included some weapons that would have John Rambo running for the hills. The endgame terided to degenerate into a total deathfest, which wasn't really much fun.

This latest version has changed that. It's closer to the original Moria, and has lovely mapping, non-directional look, brilliant documentation and really all mod cons. At the price, Moria delivers more entertainment per dollar than any commercial game ever produced, provided your gaming intellect stretches a little beyond the budda-budda kaBLAM school of thought.

Do yourself a favour - give Moria a shot! And if you find it a bit terrifying, warm up on Larn, which by the time you read this will also be available through most PD libraries around the country.



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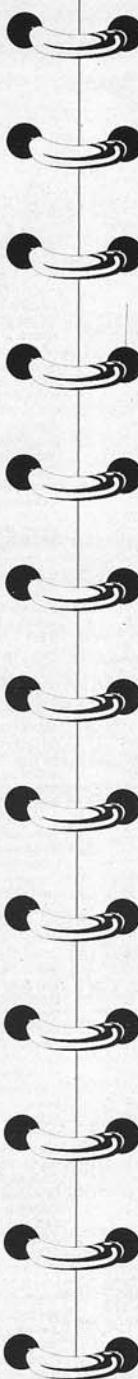


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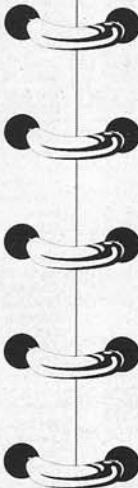


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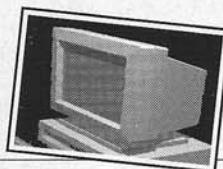
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# CDTV

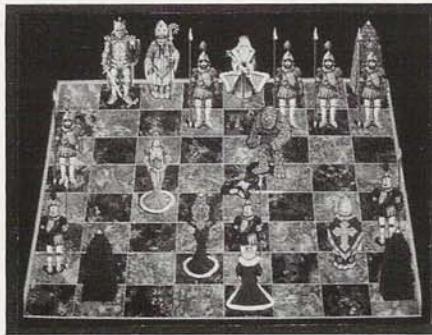
## News

### CDTV - The Software Explodes!

When CDTV made its debut last year, it made a big impact - despite the fact there were only a few software titles available. There's always a tentative time with the release of new hardware - the software companies wait to see whether there's a market, while the hardware buyers wait to see if there's going to be any software.

A classic chicken and egg situation.

The good news is, we're just about through the teething period, and the flood gates are about to open. Well in excess of 100 titles are now available, ranging from action games to art and leisure, education, music, reference and productivity. One New Zealand firm has produced an "art gallery on disk" with hundreds of artworks on



call - just watching the rolling demo takes over four hours!

With the newly released *Trivial Pursuit* disk, the old board game favourite comes to life. There are superb animated graphics and top class sound effects together with a stereo music track. The pre-release version I saw was superb - watch for a full review of the finished product soon!

The educational arena is perhaps the best serviced by new software titles - there's an explosion of titles covering a multitude of educational areas. In June, expect to see a series of *Asterix and Son* language teaching disks - the first titles cover English and French. Spanish versions will follow in August. *Distant Suns, Adventures in Math* and the *Let's Spell* series and *North Polar Expedition* are due around June, while the interestingly titled *Virtual Guide to Sex* will be with us sometime between July and September. I can hardly wait.

In the entertainment arena, watch for *CDTV Sports Football, Battlechess and Ninja Comic Book* and *Secret of Monkey Island* this month, together with the remarkable *Sherlock Holmes, Consulting Detective*. I've played this one on CD-ROM on an IBM PC, and it's absolutely superb.

All in all, by December this year there will be 28 Arts and Leisure titles, 59 educational titles, 115 games, 12 music programs, 40 reference works, and one productivity pack - a total of 255 titles to choose from.

Good stuff!

## FEEDBACK

**Any comments or questions about CDTV? Then here's what you do. Write to CDTV FeedBack, c/o Phil Campbell, PO Box 23, Maclean NSW 2463.**

Dear Phil, I have had a CDTV for some time and have two external floppies and a keyboard. I would like to expand the RAM memory but can find little information from anyone. Hence I am writing to you.

The CDTV came with a small covered panel on the back covered with a small plate. There is a fleeting reference to this connector being able to interface with a SCSI. I am wondering that if I buy a hard drive with extra RAM can I use it, and is the extra RAM available to the CPU?

Could I possibly use SCRAM 500 and if so what are the pros and cons of this device as opposed to a hard drive? Would I need a special cable to connect whichever device seems most suited?

Also what are flopticals? Could one of these be interfaced with my CDTV?

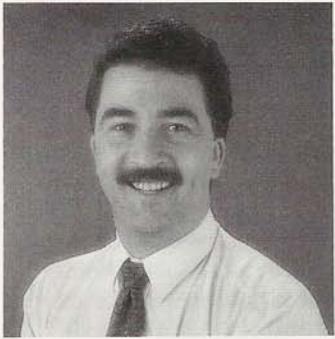
Stephen Young,  
Port Macquarie NSW,

**Ed:** Commodore's technical guru Garry Mason offers this advice. The CDTV player has a special expansion port on its printed circuit board much like the one on the Amiga 3000. Almost any Amiga expansion device could be adapted to suit this port. However, Commodore haven't announced any compatible products as yet. Rumour has it that one third party developer is working on a RAM expansion card that will slot into the port as part of an integrated video disk system.

Another way to add RAM to the CDTV would be to use a board that plugs into the 68000 processor socket. They're readily available for the A500 - but be careful! Height could be a problem inside the cramped CDTV unit. Garry says he's not familiar with the SCRAM product.

Finally, the CDTV SCSI adaptor fits into the back of the unit right next to the video port. The card is the same physical size as the drives used in most laptops - these days you can buy up to 80 MB drives in this size. There's also a DB25 connector on the back for the connection of even more devices.

Flopticals, meanwhile, are 20 megabyte optical disks that look just like normal 3.5 inch floppies. Commodore are rumoured to be looking into these units, and they're already available to PC users. If you can get an SCSI version, there's no reason it couldn't be attached to an Amiga or CDTV.



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# For Beginners Andy's Attic

by Andrew Leniart

## Ozzie Shareware

I've had quite a flood of great software from Australian programmers in response to the offer made a couple of issues ago and most will be covered eventually. Please keep it coming. This issue, we have a couple of interesting games which break away from the "shoot and blast everything on screen" genre and give you something to think about ...

## Stockmarket

In these times of recession, it's great to be able to take some time out for a couple of hours and get lost in the fantasy of being a rich and carefree business tycoon. Game play is relatively simple, yet addictive. Don't start before tea or you'll be eating it cold like I had to. No knowledge of how a stockmarket operates is required and help is available from within the game. Play against a friend or the computer, the object of the game is still the same. Control as many companies as possible and make two billion dollars first. Best player gets to see their company name at the top of the high score list.

You are a member of the "Insiders Club", a mythical Australian stockmarket with 40 companies. Starting with the tidy sum of \$100,000 you begin buying and selling shares in these companies to try and reach

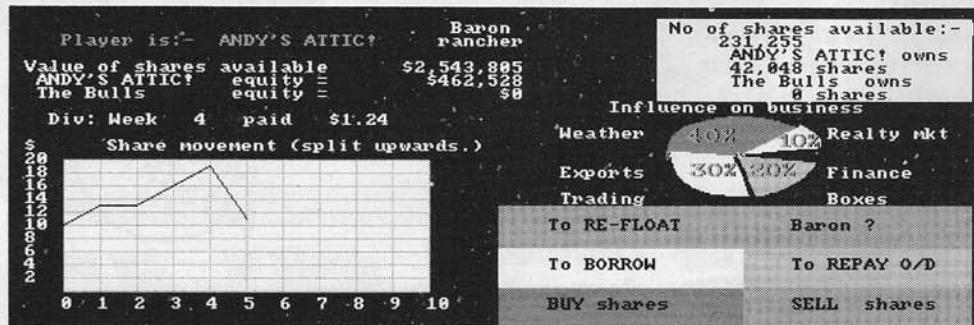
your goal before your opponent.

Play against the computer can be set to a moderately hard game as a Novice or the very best it can do on the information available. Novice play is highly recommended until you get the hang of things though, as it's also possible to become bankrupt as I learned in my first attempt.

Share prices rise and fall depending upon market forces generated logically within the game. The movement of prices are not haphazard or random. As the investor, you must decide how big an effect, if any, you think any particular situation has. As in real life it will have varying effects on different companies, even on companies in the same group of activities.

Playing against a friend is even more fun as there is a special feature allowing a private deal between yourselves on any company in which both of you own shares.

Game play is fast with each turn being the equivalent to a week in real life. Hours of fun are to be had with



StockMarket so it's definitely worth a look for those of you that enjoy a game with a challenge and would like the opportunity to spend up big, yet still have enough left over to be able to bring home the groceries at the end of the week. Games can be saved and loaded at a later date for the real serious players amongst you. Grab a copy of StockMarket and check it out.

## Scrazzle

Crossword fanatics will love this one. Scrazzle is a crossword game with a million variations. It comes complete with a dictionary of over 20,000 two to six letter words, checks your completed crossword for you and gives you a score.

Game play is simple. You begin with a blank symmetrical square and are given a letter at a time with which to make your crossword. Try to make as many words as you can with the letters as they appear. When you think you've gotten real good at it, then select a handicap play where the game will randomly scatter up to 20 letters over the board for you.

A bonus program which comes with Scrazzle is Disearch. Disearch comes with a dictionary of over 109,000 words, finds anagrams, neograms and words with missing letters. Great help with any crossword you like to tackle.

Both Stockmarket and Scrazzle require 1 meg of Ram to run and are shareware products. You can obtain earlier versions of these programs to look at from the Megadisc PD library or get the latest versions with many enhancements direct from the author himself.

The suggested donation for these products is normally \$25 each. However for a limited time, \$25 will get you two

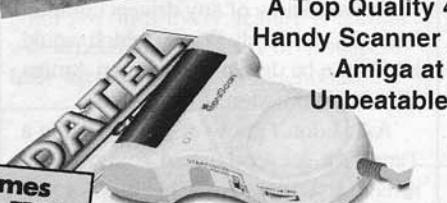
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disks for the price of one if you include a SSAE. Below are the author's details: Colin J. Edward, SJP 2 Star Street, Grenfell NSW 2810.

Be sure to ask Colin about the other ShareWare titles he has available which include *Compendium* - data base, spread sheet and a few puzzle games and *Chichi* - yet another type of crossword game. Tell him Andy's Attic sent you!

## Reader Letters

### Nuts To You

Paul Beccarelli of Kalgoorlie in WA writes ...

Dear Andrew, I purchased an Amiga 500 in January this year from K-Mart and I am having trouble loading a few games. When I try to load a game, a read/write error appears on the screen. I know it's not a software fault because the games work on all my friends' Amigas.

Another problem I have is that a game will load correctly but about five seconds after I start to play the game, the picture crashes into static. Have I been sold a rotten computer or is there some way I can correct the problem? Please help because the problem is driving me nuts.

**AA:** You didn't mention if you are experiencing any read/write errors with the Workbench and Extras disk that came with your computer, however I'll

assume that you are. Read / Write errors are usually the fault of one of two components. The disk or the drive which reads the disk. Eliminate one and then suspect the other.

For instance, you say the games work fine on your friends Amigas but are they using the same disk that you are? Your problem may be as simple as a bad copy of the game.

If on the other hand disks that consistently run perfectly on other machines fail on yours, then I would suspect the disk drive. Usually, it's nothing more than a misaligned or dirty drive head and can be repaired quite inexpensively.

If your machine is still in warranty, I would suggest taking it back to K-Mart and asking for a replacement. If out of warranty, best bet to contact your nearest ComCare dealer and have the machine looked at by an Amiga doctor.

In regards to the static crashes, if the game runs fine on your friends' Amigas and they have the same set up as you do, then there is likely to be a problem with your machine. Include a copy of the games that cause the static crashes when taking your Amiga in for repair so the technicians can see exactly what is happening. Let us know how you go on.

Bruce Taylor of Aye in Qld writes ...  
Dear Andy, when I upgraded my computer system from a Tandy Model 4 to an Amiga 500 I was unable to get the Tandy DMP 200 Printer to operate with the Amiga.

I use the computer for my business and didn't have the time (or knowledge) to experiment with printer drivers. I therefore bought a Star LC-10II which works well.

My problem is that I do not like to see the old printer go to waste. The school my kids go to could do with the printer to go with their computers if I can find the appropriate drivers.

Do you know of any drivers compatible with the Tandy Printer which would allow it to be driven by either an Amiga 500 or Commodore PC-COLT?

**AA:** I don't know of anyone using a Tandy Model 4 printer so am uncertain if there is a driver available for it or not. However perhaps one of our readers can shed some light as to a driver which will run the printer for you. If anyone is using this printer and can suggest a driver for Bruce, please write in C/- Andy's Attic and I'll be sure to pass the information on.

More local products will be reviewed next month along with a few more answers to readers' problems. Until then, keep on keeping on and remember, on a clear disk, you can seek forever ...



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# The Geos Column

by Artie Stevens

Welcome to the column for another month. Quite a few things to look at this time, including Geos PC/Pro, Geos replacement manuals, Quincy Softworks and of course a stack of mail.

## GeoWorks Manuals

I've often wondered how on earth *Geos* users go if for some inexplicable reason the manual for an application goes missing. Don't chuckle, it does happen! Well, I have a booklet that arrived recently from Geoworks, via the Australian distributors, Computermate. It says, and I quote, "We have replacement manuals for sale if the one included in your Geos Software package has been lost or damaged. The prices are set as follows:

Geos 2.0 User Guide \$US15.00,  
Geos 1.3 User Guide \$US10.00,  
GeoDex \$US10.00,  
GeoSpell \$US10.00,  
DeskPack Plus \$US10.00,  
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GeoProgrammer \$US20.00,  
GeoChart \$US10.00,  
GeoPublish Addendum \$US10.00,  
Geos128 2.0 Addendum \$US10.00.

Note: all prices shown are US currency, and there is a shipping and handling fee, so it may be worth contacting GeoWorks before putting your order in. That's GeoWorks Commodore Replace-

ment Department, 2150 Shattuck Avenue, Berkeley, California, 94704, USA.

## Quincy

During the last month I received a few *Geos* product information sheets, and a couple of them are certainly worth a second look. The best of the bunch are from Quincy Softworks, of Hughson, California, USA, sent courtesy Paul Price of Nunawading, Vic. Thanks Paul.

Firstly *NewTools2*, a program that layers its own toolbox over the bottom of the *GeoPaint* screen, and gives you greater flexibility in the manipulation of text and graphics. If the blurb is to be believed, you can take a *GeoPaint* graphic or text, slant it, tilt it, rotate it 45 degrees, make an arrow shape or arch out of it. Could be useful.

*GeoStamp* is another *GeoPaint* overlay program, and allows you to "lift" *GeoPaint* graphics as stamps, and places them EXACTLY where you want them on screen. It appears to be a little more accurate than the *GeoPaint* MOVE facility, which is only accurate to within eight pixels of your location. Again a useful accessory.

*DweezilDisk2* contains a number of PD programs, plus *UltiPatt*. Quincy Softworks describes it as the most complete, comprehensive and versatile *Geos* pattern tool ever created. (Perhaps just a tad over the top!) *UltiPatt* will load fill pattern sets created with any pattern editor. You can use the pixel editor to edit or create patterns, or even let your

computer create patterns from random. The other program noted is *GeoGLOBE*, a global time and distance calculator. I guess this could be useful in educational situations, but I honestly can't see me glancing at my watch and thinking "Oh, my God, it's 10 past 6, what time is it in Hackensack, New Jersey?" No sirree, that's not me.

*DweezilDisk3* carries a number of programs, firstly *DweeziLabel*, which prints high-res graphic labels or standard text labels. Saves label data in files that hold up to 50 labels. You can sort labels in seven different ways, like a database, and can import Paint scraps to use as backgrounds for any labels.

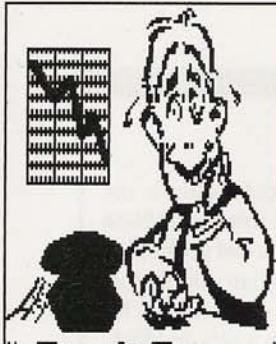
There's also *MYgeoDIARY*, which is a diary application similar to that depicted in television's *Doogie Howser* (last few minutes of every show), works in 40 or 80 column mode. *GeoWORDS* is an interactive word search game developed exclusively for *Geos* users. Play against the computer and up to four others. *GeoWORDS* comes with a ready-made list of over 1600 words, or you can start from scratch and watch the computer learn new words every time it plays. Sort of a mini-Scrabble.

All of these disks and programs are available from Quincy Softworks, 9479 E. Whitmore Ave, Hughson, California, USA.

## Letters and Electronic Mail

Into the mailbag and a letter from Heather Cleland of Woomera SA:

"I've only owned my C64 for approximately a month, and I've got some queries about *Geos*. In your March article you mentioned that it's possible to convert graphics from *Print Shop* (which I already have, along with *Print Shop* graphics) for use with *Geos*. What is the *Despkack* disk you mentioned and where would I get one? The same applies for the *Newsroom Clip Art* you mentioned, as I haven't heard of it before. Initially I was hoping one of the Adelaide traders would explain the various *Geos* programs, but I got such a run around and they were so rude I gave up."



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AS: Sadly that seems to be the order of the day for many businesses. It strikes me that a little more common courtesy, and encouragement for customers might just get them spending a little more, and might help this country out of the recession we had to have.

The *Despack* (or *Despack Plus*) is a stand-alone *Geos* package which includes *Geos* Desktop accessories such as Icon Editor, Calendar, Blackjack and the Graphics Grabber. The *Newsroom* is a low-end desktop publisher from Springboard Software, which sadly, appears to have disappeared off most suppliers' shelves. The reason I mention *Newsroom* is that the graphics on the three Clip Art disks are a high quality and perfect for use within *Geos*.

### KCS Power Cartridge Problem

Toby Tyler of Budgewoi NSW writes, "My C64 uses a KCS Power Cartridge as

its Centronics interface and can then converse happily with an Epson type dot matrix printer ... until *Geos* is booted, that is. It seems that something in *Geos'* opening routine undoes all of the cartridge's Printer sets or maybe they squabble over the same patch of memory - I can't tell; result is the same: all of the nifty things I do with *Geos* never find their way onto paper."

AS: From what you've told me there Toby, it strikes me the memory overlay could be the problem, though until I find out where the KCS puts its code I can't be 100%. I've put the problem up on the Worldwide Commodore C64 Mega-Net through the Talisman Bulletin Board, and hopefully we'll get some sort of idea soon.

The C= Doctor in the USA regularly checks the messages on the board, and he's a man who knows his Commodore inside out (which is, I suppose not a great way to view a computer, huh?). From my experience, limited as it is with

Epson type printers, I believe the GeoPrint Cable would sort the problem out for you, that's if you can get hold of it. I believe the Australian distributors for GeoWorks, Computermate of Mt Kuring-Gai, may have a few in stock, give them a call on (02) 457 8388. Alternatively, the *Geos* manual suggests you switch your Centronics interface to TRANSPARENT mode, that's if there is one.

### Gateway

Well, I had to ask didn't I? I was looking for a review of *Gateway*, the alternative to the *Geos Desktop* for the C64, and in to the rescue comes Allan F. Belcher of Goodna, Qld. G'day Allan, and over to you ...

*Gateway* certainly is capable of many things, so I suppose that a way to start is by stating the things that *Gateway* is NOT capable of:

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## GEOR

drive setup as there is no desktop border facility for copying programs between disks. The Duplicate command is also missing, which I find a pain, as I like to work from master files on many things. e.g. name, address and date in a header, meaning you don't have to worry about typing them each time. There is not a printer icon, nor is there a keyboard shortcut to print from the *Gateway* screen.

2. Files cannot be protected as under Desktop and files that were locked cannot be unlocked. Master disk file erasing checks are also ignored so care must be taken, though multiple files can be immediately retrieved from the garbage. *Gateway* will NOT run basic files even if they have Geos header boxes.

3. There is no reboot option and a 256k REU is always reformatted on booting even from a warm start, though REU's above 256k retain all information during reboot. Systems using GeoRam must specify so when ordering otherwise it means return postage to the USA for a correct copy.

On the other hand *Gateway* is a beauty in other respects. Files are easy to find and file types can be categorised for even faster access. The time and date stamp in the file info box can be updated without having to actually do anything to the file and even the disk can be stamped and given its own icon. These are just a few things.

I have a 1764 REU which I have upgraded to 512k (simply by inserting the missing eight ram chips) and am in the process of going up to one meg. Yippee!

An interesting little quirk I have come across is the clock. The correct time is set at the *Gateway* screen but the clock runs 60Hz time (US electricity standard), meaning it loses 12 minutes an hour, but drop into an application and the 2.0 clock runs and the time remains correct until you return to *Gateway*.

Thanks for the review Allan, and after my little run with *Gateway*, I have to say I'm not really interested in "upgrading". The Geos v2.0 runs quite nicely for me, and really, stamping isn't one of my favourite pastimes. (Other than my

foot when the Barman is slow!)

There are many though that will benefit from using *Gateway*. Those that are using CMD Hard Disk drives will certainly find the benefits, (quicker, easier access and handling), particularly if you've invested in RamLink, also from CMD. As for the clock "bug", well, we have some of the brightest minds in the Commodore world at the Talisman BBS, and already a number of them have their heads together to try and solve the problem ... more to come.

## GEOS/PC PRO

Received an interesting newsletter the other day called *GeoBytes, News for registered friends of Geoworks in Australia and New Zealand*. Took me about 30 seconds to realise that it made absolutely NO reference to *Geos 64/128*. It in fact is TOTALLY a Geos PC/Pro Newsletter. Still made interesting reading though. Front page highlighted the fact that *GeoWrite* for the PC doesn't have a Search and Replace facility, which strikes me as a damned silly oversight.

The spellchecker, is fast and accurate and even suggests spellings if you're not sure, BUT, it doesn't have a wordcount facility. I have to dump my files to a text file, and run a GWBasic program I wrote in order to accomplish it. *GeoSpell* for the 64 and 128 by contrast has an excellent wordcount facility.

Another little oversight in *Geos/PC Pro - GeoDraw*. You may recall I described it as a sensational low-end desktop publisher. I stand by that, but wish Geoworks had had enough foresight to create a facility within, whereby you word wrap around a graphic instead of having to overtype the graphic area with Shift-Spaces in order to create a word wrap look. After all *GeoPublish 64* has quite a nice Graphic/Word wrap facility.

However, all that aside, there still is good news with PC/Pro. The Task switching within the environment is brilliant. How I wish I could instantly switch my C64 from *GeoWrite*, to *GeoPaint*, to *GeoDex*, to *GeoPublish* etc. In *Geos PC/Pro*, you simply point your mouse at

the EXPRESS icon, top of the menu, click, and select which application you want to switch to. I tried the same with *Windows 3.0* on a 386 the other day and there's no comparison.

## Computers on Radio

This one's directed at ACAR's Melbourne readership, also those with a big enough antenna to pull in Melbourne's 3UZ (927 AM). On Monday nights from 5:30 to 7pm, Robert Hicks presents the Computer Show. It's an interesting program, with guests from many areas of the computer world, for example recently they had the officer in charge of the Victoria Police Computer Communications section in the studio, which made really absorbing entertainment. Nothing to do with *Geos*, well, not yet anyway, however Robert tells me they're looking at broadening the base of the show, and you never know. Hone your computer skills and knowledge on that one.

That's it from me for the month, Good to see the interest level in *Geos* and the wonder computer of the century, the C64, at a high level. Don't forget, if you have a modem and a terminal program, there are three Bulletin Board systems operating across Australia, serving the Commodore 64 and 128 user, and providing full *Geos* support. In Western Australia, Mick Lazic, the "Pirate", operates Pilbara Image BBS 24 hours a day on 091-444-098. In Queensland, Club 64 is up and running on the Mega-Net, Telephone 073-419-560 and of course in Victoria, the Talisman BBS, 24 hours a day at beautiful downtown Upper Beaconsfield, Telephone 059-444-061 to logon, or 059-444-062, for voice enquiries.

You can leave any questions for me in my Electronic Mail at the Talisman under "ARTIE", and I'll be happy to get back to you ASAP. Alternatively, you can put pen to paper, or C64 to printer, and write to me c/- the Geos Column, Australian Commodore & Amiga Review, PO Box 288, Gladesville, NSW 2111.

See you on the Flip Side! - ARTIE

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# The C64 Column

by Owen James

## News

• Red Venom's Hint, Tip & Help-Line for gamers has sadly come to an end due to some unforeseen difficulties. Cobra has advised that it may re-open a little later in the year. Watch this space.

• Brad Wightman, a talented Australian C64 programmer, has decided it's time for everyone to know how to really program in C64 assembly language. Brad has released a disk and full instructions on how to create scrolls, display pictures, handle joystick movement and much more. The disk will also include all you need to get started - graphic programs, machine code monitors, utilities and many extras.

The set is available for just \$10. To order your copy send a cheque/money order to Brad at PO Box 507, Engadine NSW 2233. If you'd like some more information send a SSAE to the above address.

• For all C64/128 users - The wait is almost over. Commodore Network, the new Australian C64/128 users' newsletter, is almost ready to make its debut. Commodore Network will link some of the most knowledgeable C64 users around Australia to provide a comprehensive publication covering all aspects of the C64. Issue One should be available in the very near future. For more information contact Commodore Network's Editor, Warren Naismith, at 9 Wadeson St, Cobram Vic 3644. Watch this space for more details over the coming months.

## PD Update

This month in our regular look at public domain software we examine some music education and utility programs. These programs are all available on Brunswick Publications Disk 76.

### Guitar Chord Finder

Great for anyone learning to play the guitar. You begin by selecting the root of the chord (A-G), and then selecting whether you want a sharp, flat or natural. You are then presented with a large selection of modifiers ranging from the simple Major Sevenths to the more complex Ninth Diminished Fifths.

After a short wait while it computes your selection it will present you with a series of finger board diagrams for all the ways you can play that chord.

### Chord Symbols

*Chord Symbols* is a tutorial and reference program for both triads, and the more complex chords. The program is split into three sections - a text-tutorial giving a background on chords and the formulas used to create them, a series of tables providing a quick reference guide of types, symbols and formulas, and finally a comprehensive list of all the major scales and the notes they comprise of. A great information source for anyone learning a keyboard instrument.

### Music Lesson

A tutorial of the lines and spaces of

the treble staff. It is aimed primarily at the younger students of music and uses an animated character to provide the information. Much user interaction is required throughout the process to ensure the student feels a part of the lesson. Much thought has gone into this program to make it a genuine 'educational' tool - from the slow presentation of lines of text, to the many and varied responses to correct answers.

If you have a child learning music that could do with a little extra help with the treble staff then you could certainly at least have a look at this program.

### Transposer

A quick and simple utility to help with the transposition of notes and chords. You enter the number of semitones you wish to transpose by and then the original notes or chords. At any time you can reselect the number of semitones to shift upwards. A handy utility if you do a lot of transposing.

### Magic Metronome

The metronome seems to be hated by many music students (well, most of my students anyway). While *Magic Metronome* certainly won't make the experience any more enjoyable for the student, it's certainly useful for the teacher. It allows you to accurately set the click rate anywhere from 40 to 208 bpm. As well as providing the click it also shows a graphic representation of the swinging metronome. More accurate than the old swinging-style metronomes and much cheaper than the more modern electronic variety.

### Pitch Switch

An excellent program to assist students in recognising the interval size between notes of the major scale. It has three difficulty levels - Keynote intervals on the same scale, Keynote intervals on varying scales, and varying intervals on varying scales. Very useful for polishing your ability to recognise pitch differences.

As usual, a big thank you to Brunswick Publications for providing this month's PD material for review. For

more information about their software library you can contact them direct at PO Box 458, Bondi Junction NSW 2022 or by phoning (02) 389 7139.

## Letters

The mailbag is in its usual state of obesity once again this month. Thanks to all who have been writing with questions, suggestions, hints and tips. Remember if you are writing to include your name and address printed clearly, and a fax number if possible. Also date any correspondence as it may be some time before I get to it.

## Which Printers

The first letter this month comes from Bill Woolford of Narara NSW. "Dear Owen, Recently in your column you asked what printer users were using with their C64s. I have owned a Riteman C+ now for some six years and have

been quite satisfied with it. As printers go, it is fairly small in size but great when you don't have much room to place it on the table. Advertisements for it appeared in early editions of ACAR.

"Its speed is around 120 cps and DIP switches are found underneath the unit. Paper is fed in from the front, and moves through the unit in a straight line.

"I have never had any trouble with printing on various types and sizes of paper. Usually I use single sheet photocopy paper. It will also take tractor fed computer paper.

"Printer ribbons are easy to change, and cost around \$15 to \$20 each. It patches straight into the C64 without the need for an interface.

"At times I have thought of upgrading to a more recent/advanced printer, but there don't appear to be very many around these days. I have tried to get an interface to connect a Star printer recently, but was told that nothing was available. This was from Computer Spot

in Gosford. I hope this is of some use to you."

OJ: Thanks for the info, Bill. Jack Dudley of Nambour has some more printer information for us.

"Dear Owen, When my MPS-801 printer expired a few months ago I was faced with the problem of what to replace it with as I wasn't sure if I would one day replace the C64 with an Amiga or a PC. The Commodore MPS 1230 printer seemed a good bet. The price was reasonable at \$295.00. Printer ribbons seemed to be available at any big department store computer section and it had both serial and parallel so should work on any computer.

"Having acquired a much better printer than the 801, I then upgraded to a 128 and GEOS. It was then that I discovered there was no printer driver yet for the 1230, however the 801 printer driver works okay. Next, the 1230 is a 60 dpi printer so only prints three-quarters of the GEOS screen.

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"That problem was solved by accident when I bought a second-hand geoRAM and part of the deal was a geoPrint cable. After setting the printer to parallel mode and Epson FX-80 emulation mode which only takes a minute or two and loading the proper printer driver I found I now have an 80 dpi printer, also better quality and draft mode also work, which didn't with the 801 driver. Hoping the above may be of help to your question of Which Printer in the April ACAR."

**OJ:** Another reader's answer to Which Printer? The mysterious Cobra writes:

"I would just like to start this letter by saying how much I liked the interview with Slash in April's ACAR. It seems the C64 still has its followers. It would be good if you could interview a few more groups (not just Australian). In TDU's Violation #3, 8-Ball/TDU interviewed Witty/Oregon from Australia and Iceman/TDU interviewed TPK/Silence from Holland).

"Expressing my views on the matter of Ross Archer's letter, I think Heath Kirby-Miller is right. If it wasn't for the C64 area in ACAR, the C64 circle would fall apart in Australia. With no channel that all the resources could be pooled together, contact throughout the C64 world would crumble.

"On the subject of printers, I use an Epson LX-400, an Epson LX-800 with the Amiga and an AEG Olympia NP-30, all of which are very reliable and give great results. I also use an old Computer Mate 100 and Microbee printer which are good for using to churn out information received from modem and Packet, while not with great results but are still reliable."

**OJ:** I've received some fairly positive feedback about the interview with Slash (April ACAR). There are too many other things to cover, so I doubt we'll have an interview with another demo group for the time being at least. Thanks for the printer information.

## Questions, Questions

Robert Norris, of Franklin Tas, writes:  
"Dear Owen, I would like to con-

gratulate you on your excellent column. Your hints and tips are invaluable to me. May I ask a few questions? [OJ: Sure, fire away ...]

(i) Is it possible to use GEOS utilities such as *geoProgrammer* separately, or do I have to buy the GEOS deskTop?

(ii) Is there a way to merge programs together? I am writing a program that incorporates several of my subroutines, but I do not know how to link them together.

(iii) Do you know of any user groups in the Hobart area that support the Commodore 64?

(iv) What is a Plus/4?

(v) Is there any chance of including a list of all the machine language commands, what they do, and what numbers I have to POKE into memory?"

**OJ:** (i) No, I'm afraid you'll have to purchase GEOS to use *geoProgrammer*. *GeoProgrammer*, and most other GEOS utilities, are designed to run under the GEOS environment.

(ii) Yes, there are several ways to merge programs together. Many cartridges (such as The Final Cartridge) have a Merge function. If you don't own one of these then the procedure becomes much more involved. Here's a quick and simple routine coded in BASIC to merge subroutines. Instructions on how to use it are provided after.

```
60000 PRINT [CLR]
60001 OPEN 1,8,0,"PROGRAM NAME"
60002 POKE 184,1 : POKE 185.96 :
POKE 186,1 : POKE 152,1 : PRINT
"[CLR][CD][CD]"
60003 GET#1,A$ : PRINT A$; : IF ST
THEN 60007
60004 IF A$<>CHR$(13) THEN 60003
60005 PRINT "GOTO60002[HOME]"; :
POKE 631,13 : POKE 632,13 : POKE
633,13
60006 POKE 198,3 : END
60007 CLOSE 1 : END
```

To use this routine, the subroutine you wish to merge must first be converted to a data file. To do this, load the routine and type

```
OPEN 1,8,2,"PROGRAM NAME":CMD
1:LIST
```

Now type  
PRINT#1:CLOSE1.

What we have done here is to list the program, but instead of the listing showing on screen, it is being directed to a file on disk. Once you have done this, run the subroutine as printed above. After a while you'll probably see the message OUT OF DATA ERROR. This is normal. The subroutine should now be merged. This can be repeated as many times as necessary with as many subroutines as necessary. You must remember, however, that this is a true merge routine and not an append routine. Any lines with matching numbers will be replaced.

This is by no means the only way to merge information, and I'm sure I'll get a flood of people telling me there are other ways to do it. Good. Send them in!

(iii) I'm afraid I don't know of any user groups down your way with C64 support. Can anyone help out?

(iv) The Plus/4 is another Commodore computer that couldn't really be classed as a success story. It had many similarities to the C64, but sadly success wasn't one of the resemblances.

(v) No can do. The information you are after could fill a book, and in fact already has. The 6502 Reference Guide contains all the information you are after and more. If you want to get serious about machine language then I suggest you get this book and a ML assembler.

## UltraBASIC

Lindsay Vardy, of Wynnum Qld, writes:

"Dear Owen, first regarding the use of UltraBASIC. This is a great program and was perhaps the idea for BASIC 8 for the C128. The original disk contains the following files: UBCBM - A printer driver for Commodore, UBEPSN - A printer driver for Epson, UBDEMO - A demo of UltraBASIC, UBTUTOR1 and UBTUTOR2 - Tutorials on the use of the 50 new commands. Glenn Jones will find these on his disk if it is an original. The text and graphics have separate screens toggled by F5 and F7, or NORM and GRAPH in BASIC, HIRES or MULTI command will clear the graphic screen.

"UltraBASIC is another of the multitude of programs (ZombieWare) no

longer available. Let's hope that a worldwide body such as C64/128 Friends and Contax can come to some arrangement with writers such as Roy Wainwright to re-publish these programs through the organization.

"Regarding the rumored C65, Irving Gould, Commodore CEO, admitted work on it, saying they had timing problems. However I use a CMD RamLink 1Mb which seems to have no problems on the C128 or C64. It comes fitted with Jiffy DOS which operates with and is compatible with Epyx Fast-load and Freeze Machine. It also comes bundled with Gateway 64 or 128."

OJ: Release of an updated C64 now seems fairly unlikely. Commodore look set to release a new low-end Amiga model (A300, A300Plus or A600 depending on which rumor you wish to believe). I think it'd be fair to say that Commodore will keep the C65 in their R&D vaults (or sell the technology to Atari!). Thanks for the UltraBASIC information.

## C64 Software and Hardware Supplies

George Axam, of Wynnum Qld, writes:

"Dear Owen, I am writing primarily to try and find out the location of some hardware distributors/retailers for the C64. Could you please tell me who retails the following products, previously supplied by HPD: hard disk drives for the C64, RAMLink, parallel cable for the 1541, Doctor Cartridge (diag-

nostic cartridge for the C64) and JiffyDOS.

"Software is slowly drying up too, though there's still a fair supply in Brisbane. I regularly order in software from the USA. If anyone would like a list of products with descriptions for hundreds of items available from the US please send a \$5.00 money order with name and phone number to George Axam, 76 Adam Street, Wynnum QLD 4178. I can order software in for you, or give you their direct order number."

OJ: The biggest problem the C64 faces in Australia at the moment is the diminishing product availability. A few years back nearly every major computer store or large retail chain had C64 products. Now it seems the only way to get products is through mail-order dealers, which often means purchasing products without the benefit of seeing them first. One person you could try is Terry Chadban. As mentioned in a news item a few months back, Terry is importing software and hardware for the Australian C64/128 market. You can contact Terry at PO Box 237, Mayfield NSW 2304, or by phoning or faxing him on (049) 602 082.

## More Technical Articles Please

And finally a Netmail message from Steve Bancroft, AKA Black Reaver.

"I only buy ACAR to read your column, however how come the technical level of the column never rises above "Moving sprites with the joystick" or

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"Displaying Hires screens in BASIC". How about including a column that includes things like how to do Raster interrupts etc. Just a suggestion ..."

OJ: I'm aware that many people are after more technical articles and tips, but at the same time many more people want articles they can understand and keeps to a more practical level of the C64. I just don't have the space or the time to satisfy both camps, but I will try to even up the coverage a little more in future. Thanks for your input.

That just about wraps up The C64 Column for this month. Sadly there was no space for Tips and Tricks this month, but they'll be back next month.

I can be contacted care of ACAR, PO Box 288, Gladesville NSW 2111 or Netmail 3:713/810.2. And don't forget that you can still order copies of geoPD Volume One or Volume Two for six dollars each.

See you all again next month.

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**Hot Games 4** - Galaxian, Pacman, Space Invaders and Asteroid look-a-likes

**Hot Games 5** - Imperium, Mech Fight, SCombat

**Hot Games 6** - Chute!, Defender, Pharaoh's Curse, SkyFight, SpaceWar

**Hot Games 7** - Amiga Tanx, Cave Runner, X-Fire, Bally III, Llamatron, Obess-O-Matic

**Hot Games 8** - Asteroids - The Original, Bug Blaster, Microbe, Poing, Revenge of the Mutant Camels, Ring War, Trix

**Adventure 1** - Island of Nephon, Rescue & Jungle, Zut Alors! and Treasure Island. Some text based.

**Star Trek** - Tobias Richter's Fabulous Two Disk Edition - with animation, sound-FX, point and click interface. The best by far!

## Business and Home

**Analytical** - Power spreadsheet package

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**Text Editors** - Az, UEdit, QED, DME + Text Editors Guide

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**DTP Fonts 3** - Adobe Type 1, Crackling Fire, Orbit, SerachLight, Gothic Shadow, SteelPlate, Premium Thin, Smoke, Titoretto, Middleton, Psychadelic

**DTP Fonts 4** - Adobe Type 1, AarCover, Draftsman, LiquidCrystal, Medusa, BrightonBold, Fontier, Logger, Caveman, Hot Dog, LowerEastSide, Qubist

**DTP Fonts 5** - Adobe Type 1, AliceInWonderLand, Dubiel, PigNoseTip, Cardiff, Rothman, DominoEffect, Elwood, Kochiquetcal

Clip art is black and white IFF images suitable for any paint program or DTP package.

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## Education

**Education 1** - Elements, Draw Map, Rubik, Space Log, Gears

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# Phil Campbell's MINDSCAPE

All the latest news and views from the world of entertainment

## World of Commodore Show 3, 4 and 5 July 1992

We'll be at the World of Commodore Show at Darling Harbour on the 3, 4 and 5 July. Our stand number is 200, near the entrance doors. See you there.

## Monkey Island 2: Le Chuck's Revenge

This game, reviewed in the June issue, was not on sale at the time of going to press. We hope it will be by the time you read this. It's a great game.

## Most Popular Game?

Questor reports that *Microprose Grand Prix* has sold four times more copies than the next highest selling Amiga title this year - that's 2,800 units and rising. However, that's still low compared to sales of *F19*, the previous Amiga top seller which sold 4,500.

## Mindscape New Releases

*Graham Gooch World Class Cricket* is due for Amiga and C64 release this month. This one promise to be big, says Richard Trelogean - even though it's not



cricket season. *California Games II* from Epyx is also due this month, as well as *Plan 9 From Outer Space* from Gremlin - there's a full video movie included in the pack, though you'll probably find it's not the best sci-fi movie you've ever seen.

*Nick Faldo's Golf* is due from Grand Slam this month too, along with *Jekyll and Hyde* from Palace. *D-Generation* from Mindscape is out now - a challenging game which requires a lot of

problem solving skills. *Crazy Cars III*, complete with cops chasing you down the highway, looks like a very entertaining product in the same league as *Lotus Turbo II*. And last but not least, *Paperboy II* has finally arrived for Amiga and C-64.

## Mindscape May Winners

The May *Harlequin* competition seemed to stump most of our regular entrants. In fact, there was only ONE correct entry, and that came from Mr L. Hamilton, of 18 Bunyah Rd, M/S 250, North Rockhampton 4702.

For those who were wondering, the Harlequin was a popular pantomime character who originated in Italy, and soon became popular in England. Traditionally, he wears parti-coloured tights and an eye mask. He's a mime artist, so he says nothing.

And now for the trick question, what does he ride? I warned you that it was tricky, and only Mr Hamilton took the clue - what else would a Harlequin ride than a Harley Davidson with five wheels. Well done!

We'll award prizes to some slower thinking readers as well - chosen at random from our less witty readers are Matthew Beetson of Bega NSW; Michael Merrit, of Elizabeth Park SA 5113, Lilac Ave Leeton NSW 2705 and PJ Pascoe of Paddington Qld 4064. As usual, it's thanks to Mindscape for the prizes.

## Mindscape World Cup Rugby Competition

Here's something for Amiga and C-64 users! Mindscape are giving away two copies of the C-64 game and three copies of the Amiga version.

*World Cup Rugby* includes the latest Five Nations Championship as well as all the teams from the Rugby World Cup. Everything is true to life, with tackles, scrums, mauls, line outs, penalties, conversions, and off side rules - a true simulation of Rugby Union that's fun to play.

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answer these questions ...

1. Who won the Rugby World Cup in 1991?

2. Who is the captain of the Wallabies?

3. Who is the dynamic winger in the Australian team?

Easy, eh? Write your answers on the back of an envelope, and rush it to Phil Campbell, PO Box 23, Maclean NSW 2463. Make sure you include your name and address, as well as your type of computer.

# Entertainment Letters

Here's your chance to have a say! Send your entertaining comments, views and questions to Phil Campbell, PO Box 23 Maclean NSW 2463. Letters about other stuff go to the other end of the magazine.

## The Fame Game

Dear Phil, Wow! I should have realised that staying in the Hall of Fame is not as simple as just getting a high score. First of all, I lost *Skweek* to Faye Doherty (by a million points). I have tried to improve my score, but her score is awesome. Next Graham Wilson topped my *HYBRIS* game by half a million points.

To make matters worse, after untold hours rescuing *Lemmings*, my dad and I became totally involved in *Drakken* (until we could go no further). Then, I made the mistake of getting started into *Eye of the Beholder*. The Hall of Fame is the first thing we look for when each month's ACAR arrives ... and it's getting to be quite a long list too. It's great.

Embah Beaton  
Downer ACT

**Ed:** That's the way the cookie crumbles, Embah. Your *Skweek* score lasted for a long while - as I recall, you were our youngest ever champion! Keep trying, and keep reading the magazine!

## Stand or Deliver?

Dear Phil, After purchasing an Amiga computer late last year, I bought my first ACAR. I was (and still am) impressed with the magazine, and I see copies on the newsagents' shelves at the beginning of each month. The problem is that I must wait at least ten more days to receive my copy. Is there any logical reason for such a long delay? It is very annoying.

Kelvin Laraia  
Yangebup WA

**Ed:** Sorry about that Kelvin. I know the feeling - I'm the Entertainment Editor, and I reckon I'm usually the last person in Australia to get a copy! Our production department is looking into the problems.

## Corruption Enquiry

Dear Phil, I have a problem with three of my game disks. When I try to boot the machine with any one of them, I get a message on the screen which says KEY 880 CHECKSUM ERROR. If I select cancel I am faced with DISK STRUCTURE CORRUPT, USE DISK-DOCTOR TO CORRECT IT. I don't have DiskDoctor, so if I select cancel again a message appears which says NOT A DOS DISK IN UNIT 0. All three disks used to run fine until one day I put one in and got the above messages.

Can you, or anyone tell me what KEY 880 CHECKSUM ERROR means and if there is a way to cure my disks?

Unknown  
Waratah West NSW

**Ed:** First, you have got Diskdoctor. It's built into your Workbench. However, that's not the way to solve your problem. Sounds like you've had virus problems if you've got the same problem on three disks, and that means you may have to kiss them goodbye. However, programs like Quarterback Tools can rescue disks with logical errors.

The KEY 880 CHECKSUM ERROR means that one block of data (512 bytes) has been successfully read from the disk, but the data validity check performed on the block has failed. In other words, there's some scrambled data. This can sometimes be reconstructed correctly - if you're lucky. Meanwhile, if a virus has destroyed your game's bootblocks, you

may be able to restore them by copying bootblocks from somebody else's copy of the game - or sometimes even by copying a bootblock from another game from the same manufacturer! You'll need a good anti virus program to do this.

## On a Wing and an Ants' Nest

Dear Phil, I have a couple of questions concerning Cinemaware's excellent games, *It Came From The Desert* and *Wings*.

First of all, I know that the ants nest is somewhere south of the SW volcano, but how do you get into it? And does anyone have a map of the ants' nest?

Secondly, how do you become a 1st Lieutenant in *Wings*? I have gone on 15 missions with 17 kills.

Michael James

**Ed:** Both your problems have been dealt with in past copies of ACAR - where have you been? However, maybe someone will save you the trouble of hunting through back issues by dropping us a line with the answers to your problems.

## Recycling

Dear Phil, In the C-64 Entertainment update column in the April ACAR issue, there was a short piece on *Cycles*, a new game from Accolade. Is this game available in Australia, if so, where?

Also I would like some information about cartridges for my 64. I have had my 64 since 1988 with only cassettes up until last week when I bought a disk drive. What I would like to do is to transfer my tapes onto disks. I have heard about the Expert Cartridge and was wondering whether this was the best way to go about it. Or is there another cartridge maybe a bit cheaper which does the same job?

Thank heavens there is an Australian magazine like ACAR.

Paul Lanceford  
Junee NSW

**Ed:** It sounds to me like the Expert Cartridge will do the trick. However, check out the Action Replay as well. Check with Questor on (02) 662 7944 about the availability of *Cycles*.

# Titus the Fox

**Here's something new - a game that Phil Campbell can actually play quite well! It's Titus the Fox, and it's lots of fun.**

I don't often get the chance to dish out gratuitous advice, so I may as well make the most of it. After all, the fact that I write about computer games doesn't mean I'm a genius when it comes to playing them. And the truth is, I suffer all the same frustrations you suffer - ignominious defeats with scores at the bottom of the Hall of Fame are my bread and butter.

For once, though, I've had some success. I've just finished level two of *Titus the Fox* - sure, there are 13 levels left to master. But let me savour the moment.

*Titus the Fox* is a pretty corny title for a game. And the plot line sounds ... well ... goofy. But don't be put off. Because *Titus the Fox* is FUN. And simple folk like me can play it.

*Titus* is a cool looking city-fox, complete with Reeboks and jeans. He hangs out on the seedy side of town, roaming a neighbourhood that makes down-town LA look like a picnic. Behind every corner there's a mugger. Around every lamp post there's an angry bull-dog. In every doorway there's a drunk ready to throw an empty bottle. Even the garbage bins are nasty - stand too close and a jack-in-the-bin sledgehammer pops out to give you a wallop.

Sadly, *Titus* has just lost his girlfriend. She's been kidnapped by a street-gang, so *Titus* sets out to find her. It's a long journey - the game's 15 levels have 900 unique screens with 54 different enemy types.

In spite of the cutesie approach, *Titus the Fox* features some heavy duty programming. On the Amiga version - which I tested - the game features 50 frames per second animation,

with more than 60 colours on the screen at once.

Graphics are highly detailed and attractive - the city-scapes in levels one and two are superb. Character animation is smooth and full of expression. The figures are cartoonish in their movements, a mark of good quality programming. When *Titus* walks, it's with an easy gait; when he crawls, it's with a sly foxy slither - leave him for a moment or so without any directions from your joystick and he'll turn towards you with a cheeky shrug.

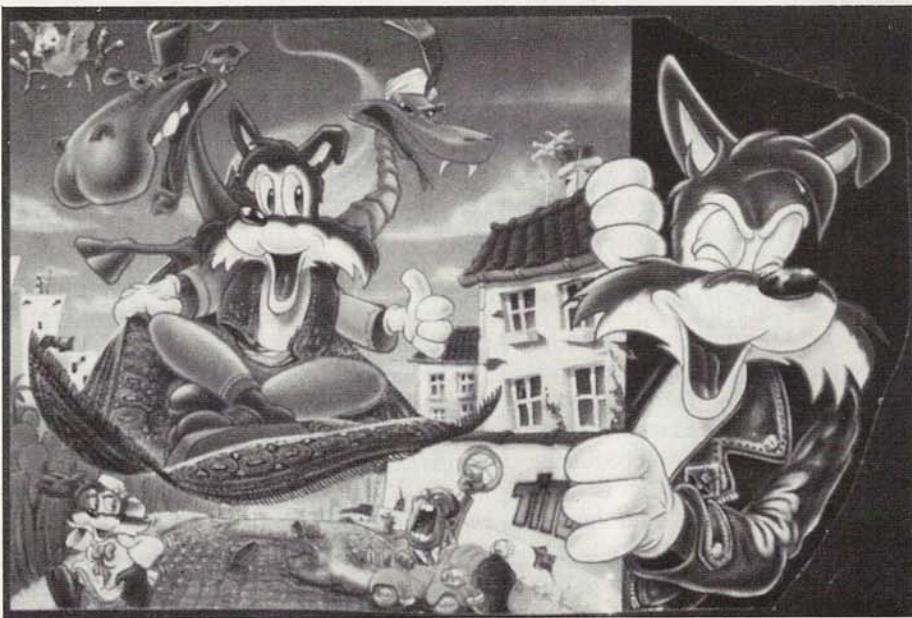
So let's get down to the good stuff - a blow by blow guide to the *Titus the Fox*, Level Two. First, if you're stuck in level one, select the access code option and enter "8455" to go straight to level two. You'll find yourself standing in front of a broken down fence. Don't stay long - there are two bulldogs on the prowl. Pick up the rock in front of you

and throw. Then jump over the second dog onto the safety of the fire hydrant. Avoid the killer bees, and don't worry too much about the pair of muggers. They look mean, but if you're careful, you can pick one of them up, and throw him at the other.

Now comes the tricky bit. There's a row of those infernal sledgehammer garbage bins. They're dangerous. Jump over them one at a time, and grab the large Wheeble bin at the end of the row. Now turn back, and throw it at each of the hammer-bins in turn. When it bounces back, grab it and throw it again. Now jump to the top of the fence, and do the same. At the end of the fence you'll find a building. Knock the drunks off the windowsills the same way, then grab the skateboard from the third window. Jump back to the ground and you're on easy street - cruise to the end of the level as your skateboard wipes out anything in your path.

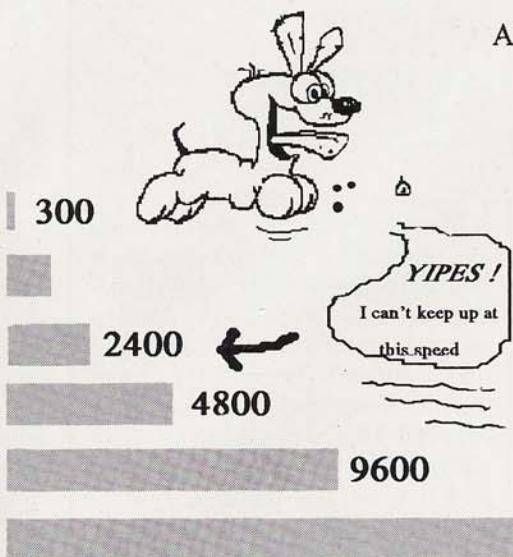
Easy, eh? And let me tell you, it's a lot of fun to play! *Titus the Fox* comes close to reproducing the sheer brainless thrills of Nintendo's *Super Mario Bros* - and that's high praise indeed. I'm enjoying it a lot.

Distributed by Mindscape, (02) 899 2277. Amiga and IBM compatible computers. RRP Amiga \$69.95, IBM \$79.95.

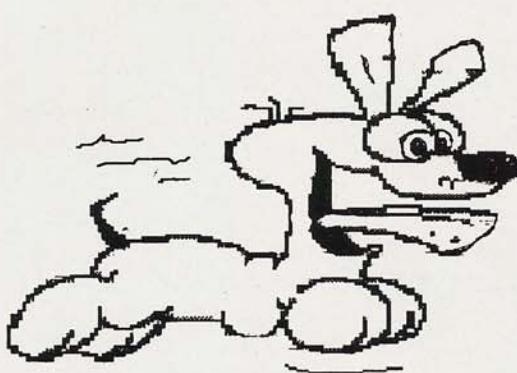


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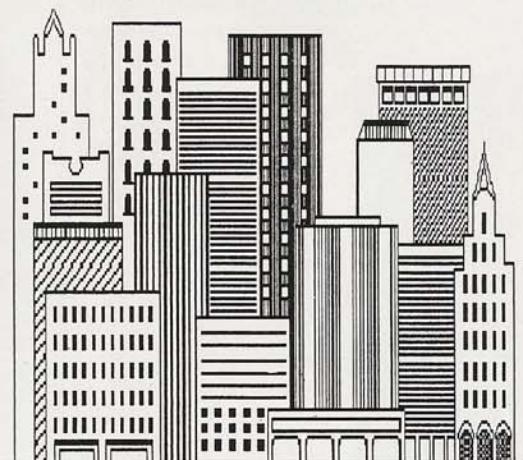
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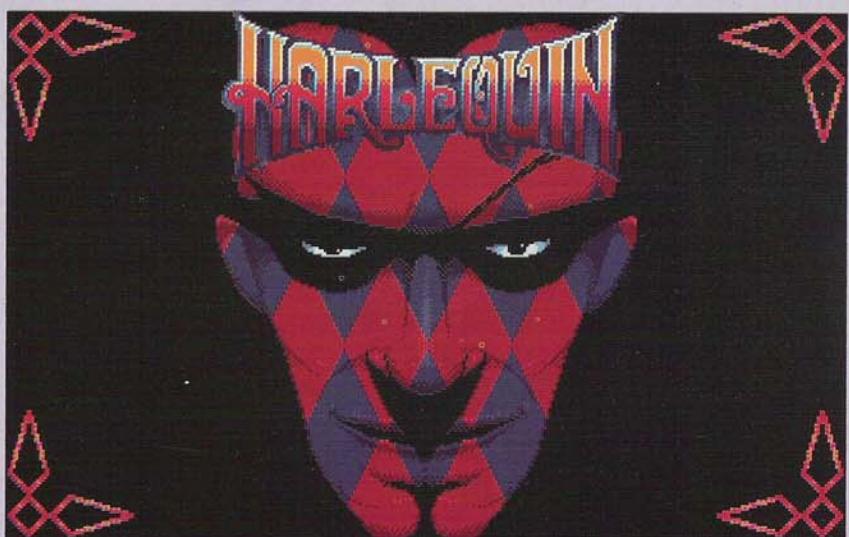
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**The sylphen silken stockinged form of the  
Harlequin has fascinated theatre goers for  
hundreds of years. Try saying that three times  
quickly! Now the Harlequin stars in his very own  
computer game. Juris Graney checks it out.**

In a far off forgotten corner in the expanse of your imagination there's a fantastic world called Chimerica. A living, breathing amalgam of dreams and distant memories, conceived for the sole purpose of exploration and discovery. For years it thrived and flourished, fueled by the greatest energy of all - the innocent wonder of a child.

Chimerica's sole inhabitant was a young boy with the name Harlequin. As you can probably guess, that's you.

Well, young Harley grew up, and he soon lost interest in Chimerica, and he left his childhood home in search of riches, respect and a new life. In Harlequin's absence Chimerica slowly fell into a state of disrepair and the land entered an age of cold reality. All the weird and wonderful characters became infested by the powers of disbelief, taking the form of creatures intent on the destruction of imagination, dreams and Chimerica itself.

Harlequin returned several years later, to find his homeland a dirty and desolate place. He strode solemnly towards the Clocktower which once stood proudly, but now broken down, and read a note dangling from the barred doors which let him enter the clockwork. "CLOSED - DUE TO BROKEN HEART".

"We can't have this," Harlequin thought to himself. So he decided to fix it.

In *Harlequin*, the objective of the game is not to just fix the giant clock, but

to mend the whole of Chimerica. If this seems a daunting task, then you're in for more shocks than you bargained for.

The ultimate aim of the game is to find the four broken parts of Chimerica's heart, take them to the level with bars, sheets and notes and find the exit which has now become a heart.

The actual Harlequin character could well be compared with the famous dude starring in *Prince of Persia*. His running, jumping, hanging and skidding animations are brilliantly done. They're smooth and slick. The scrolling through the full 850 screens is well done too. I haven't made it to number 850, but I'm getting close. Your enemies are also well drawn. They all have separate animations which are done to perfection. The sound is attractive - a haunting melody that's enjoyable to listen to.

Another credit to Gremlin's *Harlequin* is the addictiveness. It is very easy to get into, but very hard to get out of. Once you start at the bottom of the clock tower, you won't be able to leave the computer until you have successfully completed this part of the game.

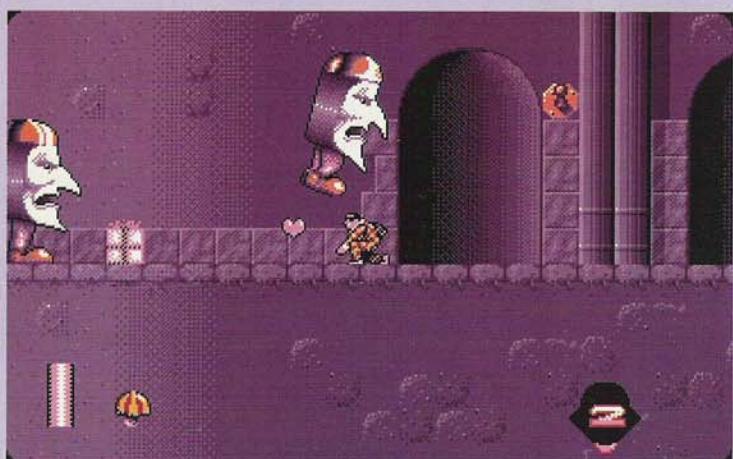
Collecting special items is easy. Walking in front of a pink box will make an item spring from the depths of the box. You'll find some handy items, like umbrellas which will save you from falling from great heights, and Space Hoppers - bags of air that will give you a few moment's invincibility. They also let you jump to high platforms.

In conclusion, I would definitely recommend this game if you fancy yourself as a platform game hero. Even if you're not, you will still enjoy the lovely graphics, silky smooth scrolling and the top musical score.

Distributed by Mindscape (02) 899 2277. RRP \$69.95.

Ratings:

Graphics:	94%
Sound:	90%
Addictiveness:	95%
Lastability:	85%
Overall:	89%



# The Gamesmen Mega-pack No. 2

**Looking for a good compilation? This one's a bargain, says Greg Wall, with five top games for the price of one.**

Several months ago in ACAR there was a review of a compilation sold exclusively in Australia by "The Gamesmen", a huge Sydney games software dealer. Well, they've done it again - not once, but twice. In this issue I will endeavour to give you a taste of what's in the Gamesmen's *Mega-pack No. 2*, then in next month's issue I'll check out *Mega-pack No. 3*.

*Mega-pack No. 2* is a five game, six disk set of arcade style games developed by Sega. The packaging is bright and colourful and includes a 34 page manual, although only the first 10 pages are in English (you don't really need much information for arcade style games).

The first game in the pack is *Crack-Down*. This game is a two player game, you (and your friend if you wish) play from a bird's eye view as you shoot, blast and punch your way through each level. The idea here is to collect what look like guns and arm all the bombs on the level before you quickly exit, so as not to be blown up along with everyone else. The game in total has 16 levels, enough I'm sure to keep you out of trouble for a while.

Game number two is *Shinobi*. Here you play the part of Ninja student Joe Musashi, a legend in his own mind. The problem before you is that the evil Bwah Foo has kidnapped all of the junior students from a secret Dojo that you attend. He has threatened to execute them all if he doesn't receive all of the school's cash (which no longer ex-

ists - probably due to the recession). At the last moment you find out the location of his hideout, and thus begins your mission - to search for and destroy the evil Bwah Foo.

The third game in the pack is *Golden*

*Shinobi*



*ESWAT*



*Golden Axe*



*Axe* - my favourite. This game has real spunk, and is very addictive. A good friend of yours has been maimed and then killed before your very eyes, and you, the mighty warrior, have set yourself the task of avenging his death. Throughout your journey you'll come up against some mighty opponents (and mighty BIG opponents they are, too!) You'll get the opportunity to ride on Bizarrians (large dinosaur like creatures), which come in several species and may spit fireballs or breathe fire. This game has a very polished feel to it and I can see myself putting in quite a few more hours in the near future.

Next on the agenda, we'll put on our helmet and strap ourselves into a formula 1 racing car as we take off to compete in France, Brazil, Spain, and then - if we're good enough - Monaco. Yep, it's *Super Monaco GP* - lots of fun if you can keep yourself from running into the walls and totalling your car. This one is controlled by mouse or joystick. There are three difficulty levels - automatic, four-gears and seven-gears manual. Unfortunately I haven't spent enough time yet to become one with my car, but it seems to be another great game.

The fifth game in this pack is called *ESWAT*. In this good guy/bad guy game you play, of course, the good guy, a regular SWAT cop. If you manage to prove yourself and earn your stripes you will be promoted, and become one of the elite Cyberpolice. By the way, *ESWAT* stands for Enhanced Special Weapons and Tactics, which in English means you're placed up against bigger and badder criminals with more ammo and weaponry.

All in all, as with most compilation packs this represents good value for money - five games in one pack for the price of one normal priced game. You can only get a copy from The Gamesmen at 491 Forest Road Penshurst NSW 2222 - drop in, write, or phone them on (02) 580 9888. The pack will set you back \$69.00.

# BARON BALDRIC

A GRAVE ADVENTURE

**An Australian game programmed in AMOS is ready to take on the world. And according to Phil Campbell, it's likely to do well.**

The solution to Australia's economic woes could well be at hand in the unlikely form of a short, fat and balding computer generated imp. Baron Baldric is his name, and he's the star of a new Australian computer game. With export sales tipped to exceed 20,000, the Baron could give our balance of trade just the boost it needs.

Written in the Amiga AMOS programming language by Australian animation artist Lindsay Whipp, *Baron Baldric* is professionally presented. When I saw a demonstration version this time last year, I was impressed. The finished product is even better - more polished, faster, and much smoother.

Brisbane based Lindsay, 47, created *Baron Baldric* from the ground up. He devised the characters, composed the music, wrote the manual and even designed the packaging. "The light dawned very late," says Lindsay, "but all the skills you need to be a good computer games writer are basically what a professional animator has to have - ability to make graphics, ability to animate, ability to understand and write music. The only thing you need to pick up on are the computer programming skills."

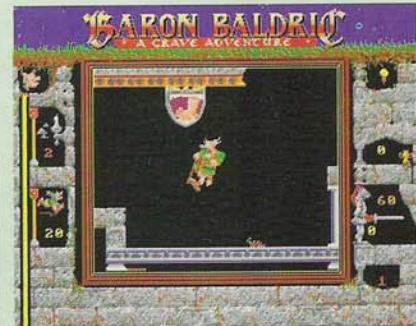
No problem. After 12 months of development, the Baron is ready to take on the world. The program is supplied on two disks, though Disk A is simply an animated introduction. It's well worth a look - and a listen. The digitised voice-track is atmospheric, and sets the scene well. After a couple of viewings, though, you'll be glad you

can boot the game directly from Disk B, bypassing the introduction altogether.

Baron Baldric is the last heir to his family's estate, a remote and unwelcoming haunted castle. The Baron is an unattractive fellow - stooped, bald, and toothless. Some of us, of course, prefer a little escapism in our choice of gaming alter-ego, though there is a certain appeal in playing the part of a bumbling, humble looking hero who regularly seems to burp from both ends. Virtual reality?

The trouble is, in spite of the family title and the run-down castle, Baron Baldric has no money. He's skint. Tradition has it, however, that his great-grandfather hid the family fortune in the catacombs beneath the castle - your task is to find it. As the game begins, you find yourself guiding the Baron on his first tentative steps into the darkness.

There are lamps, of course - but they're gradually burning down. Every few seconds, the image on the screen grows dimmer. If you look carefully, you'll find flints that can be used to replenish the lights. There are plenty of other goodies to be found too. Some



body has thoughtfully dropped food parcels around the catacomb corridors. When the indicator bar on the side of the screen says you're hungry, pick some up and have dinner. Meanwhile, remember the main objective. It's treasure you're after, and if you keep an eye out you'll find bits and pieces everywhere.

Sounds easy? It would be, except for the fact that you need to avoid a number of nasties. The ghostly wolf floating around the corridors is difficult to avoid, and the smallest contact means death - the Baron dissolves before your eyes, collapsing in a skeletal heap. Tacky, I know, but very nicely done.

There are plenty of tactics to master - the game is far from simple, and should provide a long term challenge. And overall, the programming quality is excellent. The portly Baron walks, gestures and jumps with the sort of fluid

realism that betrays an animator's professional touch. Backgrounds are nicely drawn and suitably spooky, and the music sets just the right atmosphere. It's well worth a look.

Distributed by Electronic Arts  
(075) 911 388. RRP \$59.95.

#### Ratings:

Graphics:	78%
Sound:	79%
Gameplay:	82%
Overall:	79%



# Legend

*Intrepid adventurer Juris Graney sets out undaunted on yet another Role Playing quest. Is this one any different to the other five hundred or so released this month? Read on to find out.*

The land of Trazere is in chaos. A strange and powerful entity as old as the world is stirring in its sleep. The peoples of the Ancient Realm are being transmuted into hideous beasts by a mysterious malevolent power, and are roaming the land, slaying and despoiling all in their path.

Why has the king forsaken his people? Why does he not send his legions to scourge the land of its foul pestilence? Only the stalwart men of the four Keeps can save the kingdom from evil - but surely even their great walls cannot hold forever.

From the north comes the mighty Berserker, a fearsome killing machine that had the wits of a complete idiot - sort of like a rugby league player. From the south comes a Runemaster armed with magical spells. A Troubadour with magical songs comes from the west and from the east, an Assassin, master of agility and stealth. Now is the time of Legends.

You may have already guessed that *Legend* is a role playing adventure game. Not another one, I hear you mutter. [*How did you hear that? I didn't mutter very loud!* (Ed)]. But hark! This game is

not just any ordinary adventure game. This game is a Legend. As in all RPGs, you must first pick characters. These are already given to you but you can manipulate them to suit yourself. You can rename them, give them different attributes and - get this - even change their gender. Ouch!

The first character to appear is the Berserker, from a race of warriors who never tire of slaying minions of the land of Chaos. In the heat of battle, these warriors will begin to foam at the mouth and enter a state of "Berserker Rage". A sight to behold!

The next is a Troubadour. You and I would normally call him a bard. The Troubadour travels around singing songs and defeating the baddies. Assassins are silent warriors or Rogues. With the ability to hide in shadows, these guys are very good in battle.

The last race is the Runemaster. Call him a mage if you like, but using runes is no magical trick you can learn. He's also very good in battle.

Graphically, *Legend* is quite a capable game. With brilliant 3D action and film quality scrolling, it's very enjoy-

able to watch. Surprisingly, unlike most RPGs, it is very realistic - coupled with a deeply absorbing plot, it will have you glued to the computer for quite a while.

One fault that lets the game down is the sound track - a very repetitive musical score from the bard and no in-game music. Sound effects amount to no more than just the usual assortment of grunts and groans.

*Legend* is an isometric projection game, just like *Hero's Quest*. The difference is that you're not confined to dungeons. On leaving the dungeon, the perspective changes to a first person "from your own eyes" view. As usual, you can buy weapons, talk to people and strain info out of them, and after killing many enemies collect gold and experience.

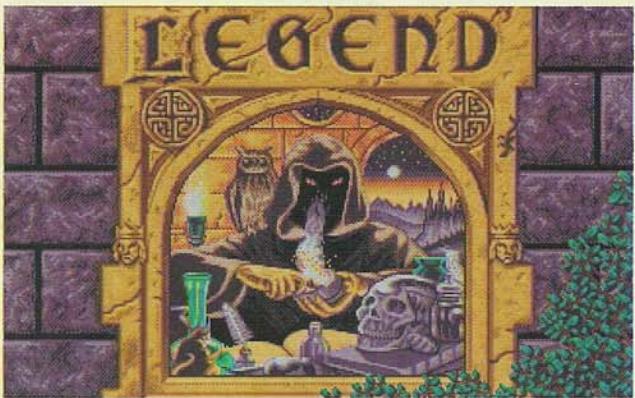
When you leave the "from your own eyes" view, you'll see the whole land of Trazere - sort of like a satellite view. In this view, you can move your banner (your character) around to other cities. From some you can purchase steady steeds which allow you to move around the screen faster. This is an essential purchase.

With very few faults, *Legend* is a pretty cool game, destined to become a Legend itself.

Distributed by Mindscape (02) 899 2277. RRP Amiga \$79.95.

#### Ratings:

Graphics:	75%
Sound:	56%
Addictiveness:	86%
Lastability:	80%
Overall:	85%



# SIMANT

**"Go to the ant, you sluggard; consider its ways and be wise!" Good advice from the Book of Proverbs, and Maxis Software have taken it to heart. They've just released SimAnt, a program that's literally full of bugs.**

**Phil Campbell checks it out.**

**R**emember *Sim City*? We gave it the game of the year award back in 1990. Back then, it was revolutionary - a game that let you build and control your own miniature city. It's still my favourite game. Maxis, the programming house responsible, have been struggling to find the same successful formula.

*SimEarth* came next, an eco-system simulator that put you in charge of a complete planet - nicely done, though off-putting with its leaning to the trendy earth-worshipping "Gaia hypothesis."

This time around, it's a complete change of scale. Your "world" is a suburban backyard. There's a house at one end, and your nest is at the other. The challenge? Turn the yard into a gigantic ant-hill, and over-run the house - just the sort of antish antics you would expect.

Based on real ant biology and behaviour, *SimAnt* lets you live out all the experiences of life as an ant: fight for Queen and colony; defend your nest from deadly predators; face menacing hordes of enemy ants; even reproduce to make more ants.

Overall ant behaviour in your colony is controlled by moving a marker inside a triangular ratio-regulator. The ants will forage, dig and nurse in whatever proportion you select, dictating the nature and stability of your ant colony.

Make no mistake - *SimAnt* is a darn good game. It's obvious as soon as you start playing. The screen display is very detailed, and a little intimidating at first. Don't panic! There's a superb tutorial game which takes you

by the hand and leads you through all the functions of the full-scale simulation.

The VGA graphics are delightful. There's a below-ground view, in which you can tunnel around to your little ant-heart's content, building up food supplies and tending your queen. The above ground view is superb. It's a top-down view of the area immediately surrounding your ant, complete with pebbles, scattered leaves, hundreds of your scurrying little ant-friends, and a selection of nasty predators.

Select "Yard View" and you'll see the house on the left, with the back lawn divided into a grid. Your section of the grid is highlighted - the area grows as you take over more territory.

Again, the details are impressive. This is a living environment - there's a human walking backwards and forwards with his lawnmower, and the dog scampering from tree to tree.

Gameplay in *SimAnt* is best controlled with a mouse, though you can use the keyboard. You'll notice as you look at

the screen that one ant is yellow - that's you. Simply point and click to where you want to go, and your ant will make his way there as fast as he can. Want to grab a bite to eat? Double click on a tasty green morsel and your ant will pick it up. You can even recruit soldier ants and start a military campaign. Simply find the nest of nasty red-ants on your overview map, and march towards them. Be warned - they're fierce!

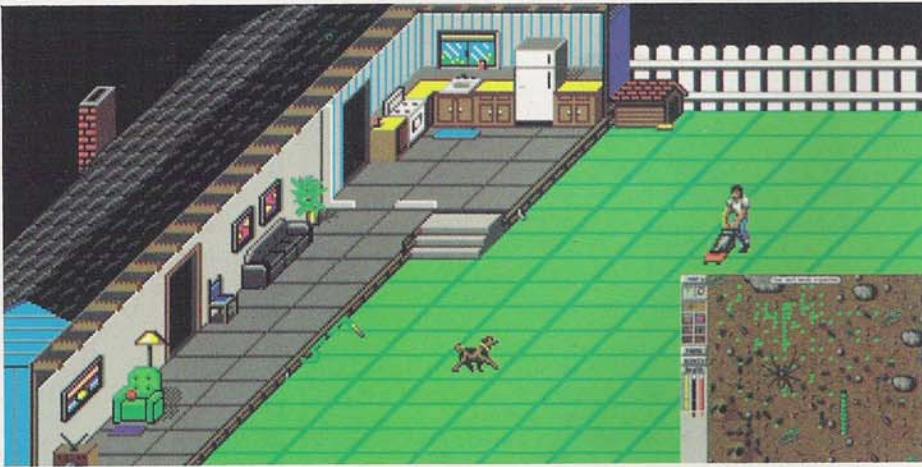
*SimAnt* is educational too. The game is well researched, and includes a "Hypercard" style fact-file. There's information about ant behaviour and ant anatomy, as well as some handy trivia. Did you know, for example, that the combined weight of all the ants on earth is greater than the combined weight of all the people? Or that there are around 1,100,000 ants per kilogram?

*SimAnt* simply crawls with activity. The programmers at Maxis call it a "software toy" - you can mess around with it however you like, or just leave it running while you sit back and watch. It's a fascinating game, it's lots of fun, and it's educational software at its best. Mind you, it's not quite as gripping as good ol' *Sim City* - but I don't think anything ever will be.

Distributed by Electronic Arts (075) 911 388. RRP Amiga \$89.95.

#### Ratings

Graphics:	82%
Sound:	74%
Gameplay:	84%
Overall:	82%



MICHAEL SPITERI'S

# Adventurer's Realm

Welcome to Adventurers Realm! If you are one of the many thousands of visitors to the great World of Commodore Show at Darling Harbour, then I hope you join the many regular Realmers. I'll be at the show again this year to help adventurers out in their adventure and roleplaying games, so drop in at the ACAR stand for a chat!

Adventurer's Realm is the longest running adventure section in any magazine in Australia. Its main objective is to help troubled adventurers sleep at night by solving their worst adventure and role-playing game problems. A huge network of clever contacts from all over the nation has been setup purely for this purpose.

Then there are the free hint sheets that are available to readers of the Realm. Solving problems is not the only thing

that goes on here - you can chit and chat about any adventure topic, or you can exchange or sell some of your old adventure games - all from Realm's headquarters at the following address: Adventurers' Realm, 12 Bridle Place, Pakenham Vic 3810.

Then, on the opposite side of the country we have The Dungeon, in which resides resident barrowright Andy Phang, better known as Kamikaze Andy. He will bring you the latest news on roleplaying and adventure games, and if you write to him at the following address, he will answer your roleplaying game queries (but he doesn't have hint sheets): Realm's Dungeon, PO Box 1083, Canning Vale WA 6155.

ALWAYS ENCLOSE A STAMPED  
ADDRESSED ENVELOPE WHEN  
WRITING TO US.



## Affordable Hint Books

The Second Official Adventurers' Realm Hint Book, titled *Computer Adventure Game: Hints and Tips*, is now available from newsagents across the nation. It contains detailed hints and tips for over 25 adventure and roleplaying games, as well a whole heap of mapping pages.

However, it is a limited edition, so get your copy now (look for the overweight dragon on the front cover!).

If you missed out on the *First Official Adventurers' Realm Hint Book*, which contains hints and tips to over forty adventure games, we still have a handful left. A bargain at only \$9. Contact Darren on (02) 398 5111 for more information.

## Adventure Chit Chat

A character named Red Venom from Hornsby in NSW writes ...

"Reading the Chit Chat in the March issue, Darren Mummery was asking about AD&D journal entries. Well, the answer is in the Adventurers' Journal. On page one it states ... Not every Proclamation, Journal Entry, or Tavern Tale in this journal is actually true ... They put false entries in so if someone read through all of them, they would control their party in a way that would lead them astray. It also states at the end ... When you've finished the game you can read through the whole journal and spot the false entries."

MS: Well, there we have it, a mystery solved. I got lost somewhere between proclamations and false entries ...

# Free Hint Sheets

You'll see many specials at the World of Commodore Show, but here is one special offer that is on all year round!

The following hint sheets are free of charge! Yes, free! You can count on The Realm to deliver value for no money during the recession! However, ration-

ing does apply. Each individual is entitled to choose up to four hint sheets from the list below. Write your selection on the back of an envelope, containing a stamped addressed envelope, and send it to: Free Hint Sheets, 12 Bridle Place, Pakenham Vic 3810.

Corruption, Pool of Radiance, Zak McKracken, Maniac Mansion, Indy, Zork 1, Zork 2, Zork 3, Bards Tale I, Bards Tale II, Bards Tale III, Guild of Thieves, Jinxter, Pawn, Fish, Uninvited, Deja Vu, Hampstead, Hitchhikers Guide, Faery Tale, Borrowed Time, Never Ending Story Pt1, Dracula Pt2, The Hobbit, and the Clever Contacts Complete Listing.

## Problems, Problems & more Problems or the Troubled Adventurers Dept.

Heath Kirby Miller of Stuart Hill in Vic is stuck in a C64 adventure called *Starflight*. He has collected the space-suit, plastic pouch, and two-way radio, but he has no idea what to do next!

Andrew Gormly has a friend stuck in *Cadaver*. His mate is on level 5 and has gained one turquoise gem by using Dispel magic on the two orbs. How does he get the second turquoise?

Jim Longmuir of Greenbank in Qld wants help in the famous C64 Pro-Pack adventure games. Anything to get him started should do. Meanwhile, Jim - please send in some of your problems!

Ron McCorkill of Karrinyup in WA writes ...

"I'm not sure if *Time Bandit* is in the adventuring league, but the game has taken me long time to get to near completion and I'm stuck! In the land of Excalibur, which is an obvious takeoff of Star Trek, I cannot access the computer on Starbase 4, nor obtain the coordinates to use the transporter on this starbase. If anyone could help me, I would very much appreciate it!"

MS: Any takers?

Jody Lidstone of Elizabeth West in SA is stuck in *Conquest of Camelot*. She has made it to Glastenbury Tor, and has killed the mad monk, but she doesn't know what to give to the three old ones. Also, Jody cannot work out how to cross the ice to get to the lady of the lake.

## Help, Help & more Help or the Smart Adventurers Dept.

Mrs S Symonds had a few problems back in May. To get past the dragons in *Red Moon*, you need to cast the extinguish spell (the fan is the focus for this spell). That hint comes courtesy of regular realmer Alex Stivala from Spence in ACT.

Mrs Symonds also managed to sneak in an arcade game problem. This was cleverly picked up by Andrew Gormly, who also provides the answer to the problem, which was for *Rick Dangerous 2*. Just type in Burn in Hell (charming!) at the title screen!

To Stuart George of Springvale, the only way for thing to get out is down! Breathing liquid causes drowning, lack of ventilation causes suffocation. When you have hit bottom, you need to feel, to feel the need, to make a break! This is a cryptic clue for *Fabulous Four* as it appeared in July 1986 issue of *Commodore User*. No doubt it has Keith Campbell trademarks.

Also from *Commodore User* is this tip for *Nightmare* which was troubling Peter Gillespie ... Give the old man food and water and ask him for help! Red Venom was responsible for digging up those hints.

Red Venom also answers the old *Castle of Terror* plea to kill Drac. "To make the stake, you break the spear. However, you must have previously attacked him with the spear! That will make him turn into a bat and he flies away. The stake should kill him!" So there we have it. Simple eh?

## Realm's Swap and Buy

If you have an old adventure game that is currently gathering dust, or serving its purpose as a bookend, then let us know about it, and mention what you'd like to have in exchange!

Also, if you have searched high and low for that elusive game, then write in - maybe someone out there has one to swap or sell.

Heather Meaney of 21 Loller St, Springvale, Vic 3171 just loved *Neuromancer* on the C64, and would

love to play the game on her new Amiga. Yep, Heather is after an Amiga version of *Neuromancer*.

Who says that we don't cater for IBM users? Not Anthony Green of 1A Bimbadeen Cres, French's Forest, NSW 2086, that's for sure!

He is a born and bred IBM user who still subscribes to ACAR because he loves the Entertainment Section (and the Realm) so much! For the past six months, Anthony has searched high and

low for The Advanced Dungeon and Dragons Collectors Set (by Electronic Arts) for his PC, but to no avail. He states that he has now become very desperate, and will pay top dollar for this complete set!

Greg Astridge of 47 Dixon St, Mt Druitt, NSW 2770 should have no problem obtaining *Faery Tale* for the C64, or even *Hobbit* and *Lord of the Rings*, as these were all very popular adventure games many moons ago. So, search through your attic and drop a line to Greg if you can help.

# The Dungeon

by  
Kamikaze Andy

Well, after the news-filled pages of this very column for the past few months (notably with the CES report), it's time for a change. This month's Dungeon (which, incidentally, has moved into deeper and darker underground catacombs - note the new address for sending mail to this mystical location) provides a beginner's guide to one of the biggest RPGs released on the Amiga this year, *Ultima VI*.

### Ultima VI

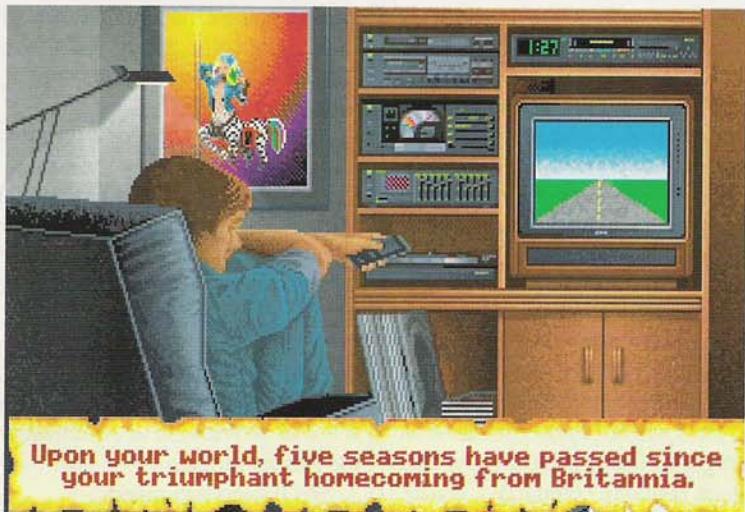
The easiest way to get around in this game is by using the Orb Of The Moons. Remember to ask Lord British about it when you meet him, and ask him to heal you whenever your party is feeling ill. The Orb will transport your party to the various towns in Britannia, as well as to the shrines and also to the Gargoyle world.

Your first quest should be to recover

all the Eight Runes from the towns that each rune's virtue is associated with. For example, the town of Britain is built on the virtue of Compassion - speak to the nice little girl about the rune. Jhelom's Rune of Valor will require a special party member who will join you if she gets some cheese in return(!). Have a look around Lord British's castle, but make sure you keep your eyes wide open.

Once you get the hang of it, you shouldn't have any more trouble finding the other runes. Remember to get the Mantras for each virtue as well (usually from a citizen of the town where you found a particular Rune of virtue).

Now it is time to free those shrines from the control of the gargoyles. Avoid going into battle with gargoyles if possible. All you have to do is use the Orb to materialize your party right next to a shrine, and then "use" the Rune which



Whip-cracking, gun-toting and mild-mannered **Indiana Jones** is back in his new incarnation. **The Fate of Atlantis**. There probably won't be a film but there is a game. Due now.

More console-style frolics in the form of **Zool** an ace game from Gremlin. Featuring an alien Ninja he will be leaping and bounding onto your screens around now.

Blockers, diggers, climbers, what do these things mean to you? If they inspire memories of sleepless nights staring at small, furry rodents then you might be interested in **The Humans**. Sort of a **Lemmings / Mega-Lo-Mania** hybrid. Out now!

**Ragnarok** is about to hit our shelves soon. A sort of chess - style game (with elements of Archon thrown in) it has even better animation than **Battle Chess**.

All high-flyers out there are in for a bit of a treat this month with the release of **B-17 Flying Fortress** from Microprose. The game should live up to their usual standard of technical accuracy.

Attention all you SSI fans! **Dark Queen of Krynn** will be extending her icy gaze as far as Australia and you should be able to try and defeat her around now.

Is it Legend? Is it Fable? No! It's **Myth**. Coming from System 3, they've revamped the 8-bit classic with all the trimmings available to them on Amigas. It's platform beat-em-up of a hitherto unseen quality.

Au revoir from the Omnipotents!

**INTERLINK SOFTWARE** - games info from the people who play them.

is connected to that shrine. After this (and reciting the mantra) you will be able to pick up the moonstone from the shrine's altar. Warning! Whatever you do, do NOT lose those moonstones! Don't even bury them and use them as gates - rely on the Orb instead.

You're going to need those moonstones much later in the game ...

Remember the stronghold of the Shadowlords in *Ultima 5*? Well, it's time to return there once more. Enter the castle, look around for a fishing pole, and grab it. Once outside, use the pole until you catch a fish and trade it with the Cyclops that hangs around nearby for a key. Use the key inside the castle to get the Vortex Cube. Be on the lookout for lots of secret walls and rooms!

You can get to the land of the Gargoyles by either (1) exploring Dungeon Hythloth all the way down to the lowest level, or (2) using the Orb of the Moons. There is an advantage in choosing the

former, because inside Hythloth (and quite near the exit to the Gargoyle world) lives Captain John, who will teach you the Gargoyle language.

Once you exit Hythloth, get the little gargoyle to join your party and head for the home of the Gargoyle ruler. Here you must "surrender" yourself, and he'll give you an amulet which lets you speak with all the other Gargoyles. Before you leave the Gargoyle world, remember to pick up that all important lens from one of the buildings. To fix the lenses you will need to find both the human and Gargoyle lensmakers (the former is near the Lycaeum) and you will need to sacrifice a Glass Sword.

To get to the Temple Of Singularity, you'll have to build a balloon. This means you need balloon plans, found deep inside the castle of the mad mage Sutek (on the island east of Serpent's Hold).

Open the drawbridge by casting Telekinesis (you won't believe how many people got stuck here!). Again, be on the lookout for secret doors (especially near the giant Hydra).

You can choose to go in either direction when you come across the creature with the riddle, but if you want fewer

combat encounters, head for the right. Search the maze until you come across a corpse with the plans for the balloon. Return to the surface, and seek out the various component parts needed (the Basket-weaver in Minoc, the Seamstress in Paws, and so forth).

Once you've built your balloon near the plaque which reads "Temple Of Singularity" (north of Gargoyle world, near the mountains), head further north in it till you come across the temple itself. Ask it about the codex, and then visit the Shrines of Passion, Control, and Diligence (you can use your Orb to get there, but you can't use your Orb to get back to the Temple!). Remember to park your balloon at an accessible location first. Seek out the three statues and talk to them. Note down their mantras, return to the Temple, and use the three new mantras to produce the Mantra Of Singularity.

Now you are ready for the final quest. Head off to the Isle Of The Avatar (again, use your trusty Orb to gate there) and read the Codex. Set up the Vortex Cube, the moonstones, and the lenses according to the Codex, and simply "use" the Vortex Cube to conclude Book Two of the *Ultima* saga.

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## Whispers, News and Gossip

I have been inundated with *Ultimas* for PCs (See *Australian PC Review* for detailed reviews!) Most of them should make their way to the Amiga sooner or later (it all depends on the demand!).

However to whet your taste buds, *Ultima Underworld* has to be seen to be believed. *Ultima* fans get to see the Stygian Abyss in frightening 3D gruesome graphics. This fast-paced dungeon adventure is different to your usual *Ultima* adventure, and will surely blow your socks off when and if it finally gets released on the Amiga.

There are 25 miles of winding passages and tunnels for you to explore. More traditional *Ultima* fans would be pleased to note that the second *Ultima* trilogy pack will no doubt be released on the Amiga, if it hasn't been already. This new pack contains *Ultima IV - V - VI*.

Owners of Commodore PC models will no doubt be eager to get their grubby hands on these games now.

I suppose Amiga users are sick of all these PC games that might be converted, so here are some games that are available on the Amiga, and should hit our shores soon.

*Elvira II: The Jaws of Cerberus* is a truly gruesome RPG for the Amiga that features closeups of gory bits and things similar. *Monkey Island II* is also due for release shortly for the Amiga. *Guybrush* is back, and whackier than ever. There are Amiga versions of *Larry 5* and *Police Quest III* from Sierra. *The Adventures of Willy Beamish* is also available on the Amiga, though we are not yet sure if it will be released in Australia under the Amiga format.

We'll keep you tuned.

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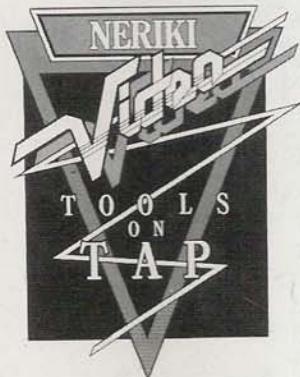
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